
Subject: Re: ArrayCtrl: how activated a callbak by an embedded Option
Posted by [pvictor](#) on Thu, 20 Jun 2024 09:17:25 GMT

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Hi, Luigi!

Here's a small example:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct Test : TopWindow {
    ArrayCtrl ar;

    void AddOption(int row, int col) {
        Option& opt = ar.CreateCtrl<Option>(row,col,false);
        opt << [&,row,col] {
            Exclamation(Sprintf("Row=%d; Col=%d; Status=%d", row, col, opt.Get()));
        };
    }

    Test() {
        SetRect(0, 0, 640, 480);
        Add(ar.SizePos());
        ar.AddColumn("Col 1", 1);
        ar.AddColumn("Col 2", 1);
        ar.AddColumn("Col 3", 1);
        for (int i=0; i<10; ++i) ar.Add(i);
        AddOption(0, 1);
        AddOption(1, 2);
        AddOption(2, 1);
        AddOption(3, 2);
        AddOption(4, 1);
        AddOption(5, 2);
        AddOption(6, 1);
        AddOption(7, 2);
    }
};

GUI_APP_MAIN {
    Test().Run();
}
```

Best regards,
Victor
