
Subject: Why SetCtrl() places controls in first row of ArrayCtrl?

Posted by [Imonda](#) on Tue, 29 Jul 2025 04:31:57 GMT

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If I am adding controls to the ArrayCtrl to multiple rows, I was hoping for them to be visible in multiple rows.

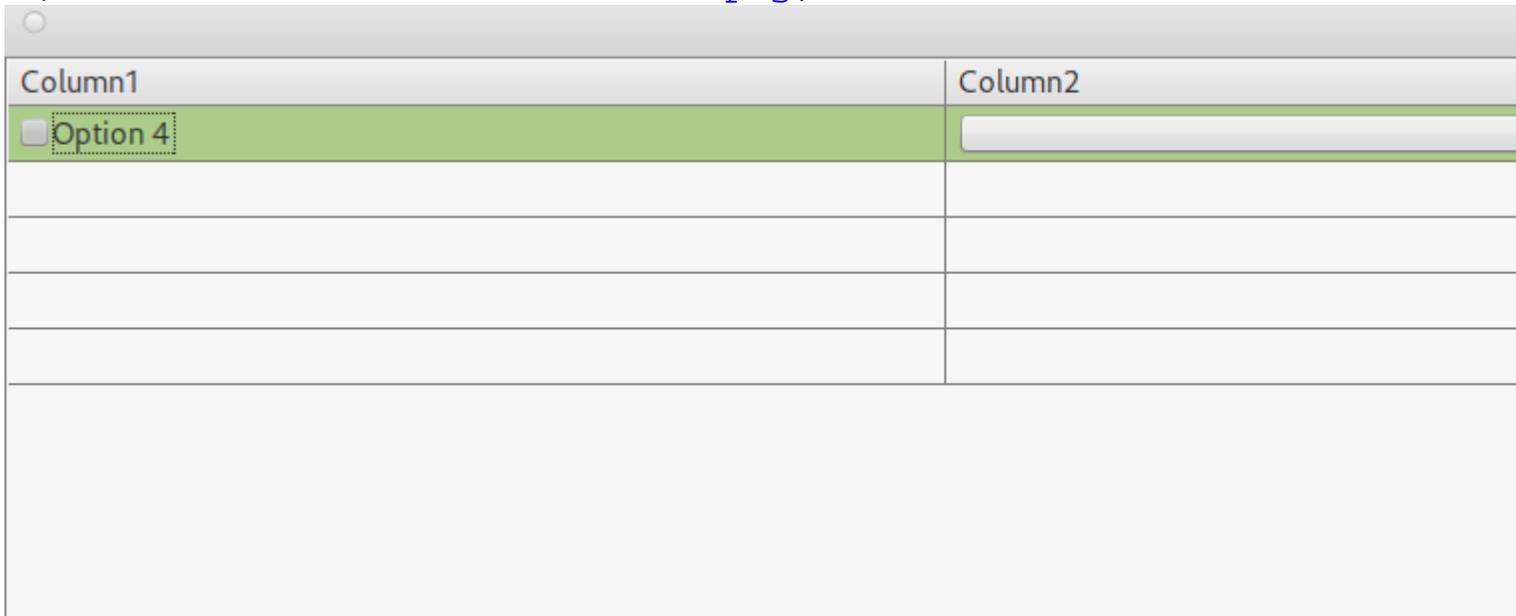
But I find them all placed in first row (index 0) on top of each other. Why ? Not understanding. See code below and picture attached.

UPP version - 17490.

```
ArrayCtrl a;
a.AddColumn("column1");
a.AddColumn("column2");
for(int i=0;i<5;i++)
{
    a.Insert(i);
    a.SetCtrl(i,0,option.Add(),True);
    a.CreateCtrl<Button>(i,1);
}
```

File Attachments

1) [Screenshot 2025-07-28 232053.png](#), downloaded 366 times



2) [Screenshot 2025-07-28 233033.png](#), downloaded 357 times

App
▲ App : TopWindow
■ option → Array<class Option>
■ a → ArrayCtrl
● Do(int ii) → void
⊕ App()
ArrayCtrlSetCtrl/main.cpp
● GuiMainFn_() → void
● main(int argc, char **argv, co
● GuiMainFn_() → void

```

}
App() {
    a.AddColumn("Column1");
    a.AddColumn("Column2");
    for(int i = 0; i < 5; i++) {
        // a.Add(bool(i & 4));
        a.Insert(i);
        a.SetCtrl(i, 0, option.Add().SetLabel
        a.CreateCtrl<Button>(i, 1);
    }
    a.SetLineCy(Draw::GetStdFontCy() + 8);
    Add(a.SizePos());
    Sizeable();
}
};

GUI_APP_MAIN
{
    App().Run();
}

```

Debian 12