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

Posted by [Oblivion](#) on Tue, 29 Jul 2025 08:04:45 GMT

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Hello Imonda,

Welcome to U++ forums!

Is there a specific reason why you use SetCtrl? The traditional way in U++ is as follows:

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

using namespace Upp;

struct MyApp : TopWindow {
    ArrayCtrl list;
    MyApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 800, 600);
        Add(list.SizePos());
        list.AddColumn("Column1").Ctrls([this](int i, One<Ctrl>& ctrl) {
            ctrl.Create<Option>().SetLabel("Option " + AsString(i));
        });

        list.AddColumn("Column2").Ctrls([this](int i, One<Ctrl>& ctrl) {
            ctrl.Create<Button>().SetLabel("Button " + AsString(i));
        });

        for(int i = 0; i < 10; i++)
            list.Add();
    }
};

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

Note that this is more flexible and simple because:

- 1) You don't need to manage options separately. They are handled by the ArrayCtrl.
- 2) You can create any type of Ctrl per column AND row index.

Above code will result in this:

I also suggest you play with the reference examples and read the API doc of ArrayCtrl. It is comprehensive.

Best regards,
Oblivion

File Attachments

1) [Ekran Görüntüsü 2025-07-29 11-02-49.png](#) , downloaded 277 times
