
Subject: Vector of Button

Posted by [Giorgio](#) on Wed, 21 Feb 2018 13:51:24 GMT

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Hi there,

I am trying to create an interface that has a list of Button, each for every user in a list: each Button has the name of the user on the Label.

What I have done so far:

```
Vector<Button> vbo;
```

```
...
```

```
vbo.Clear();
for (size_t i=0; i<userslist.size(); i++) {
    Button b;
    vbo.Add(b);
}

for (size_t i=0; i<userslist.size(); i++) {
    vbo[i].SetLabel(userslist[i].FULLNAME);
    Add(vbo[i].VCenterPos(500-i*40).HCenterPos(300) );
}
```

But when compiling I get the following errors:

- Error C2280: attempting to reference a deleted function
- Error C2100: illegal indirection

Is it possible to have a Vector of Button? And if it is, how can I declare and use it?

Thanks,

Gio

Subject: Re: Vector of Button

Posted by [Oblivion](#) on Wed, 21 Feb 2018 14:32:52 GMT

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Hello Giorgio,

AFAIK you can't create a vector of buttons, since it is not moveable (not directly at least). You can use Array instead. Their interfaces are almost identical.

```
Array<Button> vbo; <----
```

```
...
```

```
vbo.Clear();
for (size_t i=0; i<userslist.size(); i++) {
    auto& bt= vbo.Add()
        bt.SetLabel(userslist[i].FULLNAME);
        Add(bt.VCenterPos(500-i*40).HCenterPos(300) );
}
```

If you insist on using vector, you can use `One<Button>`: (See `One<>` in U++ docs.)

```
Vector<One<Button>> vbo;
```

Best regards,
Oblivion

Subject: Re: Vector of Button
Posted by [Giorgio](#) on Wed, 21 Feb 2018 15:42:18 GMT
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Thanks, very useful!
