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Subject: Insert Ctrl editors in a single row of ArrayCtrl  
Posted by [mubeta](#) on Thu, 18 Feb 2021 15:52:57 GMT  
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Hi all,  
any way for integrate in a single cell of ArrayCtrl an existing Ctrl object? For example an already defined EditString or DropDate?

With ArrayCtrl there are a lot of examples and references, but most of them oriented to assign an editor for a defined column. There are even some examples for assing an editor to a single cell, but I don't found a way to assign to a single cell an object with it's own name.

Example

```
dpDate DropDate;  
acRows ArrayCtrl;  
  
...  
ac.Add(...);  
ac.Add(..., dpDate);
```

Thanks

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Subject: Re: Insert Ctrl editors in a single row of ArrayCtrl  
Posted by [mubeta](#) on Thu, 18 Feb 2021 17:50:03 GMT  
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Nothing. My brain it's getting old. Forget all.  
Thanks.

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Subject: Re: Insert Ctrl editors in a single row of ArrayCtrl  
Posted by [Oblivion](#) on Thu, 18 Feb 2021 18:08:45 GMT  
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Hello mubeta,  
Try this:

```
#include <CtrlLib/CtrlLib.h>  
  
using namespace Upp;  
  
struct MyApp : TopWindow {
```

```

ArrayCtrl array;
MyApp()
{
    Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 800, 600);
    Add(array.SizePos());

    array.AddColumn("Index").WithLined([=](int i, One<Ctrl>& c){
        if(i % 2 == 0)
            c.Create<DropDate>();
        else {
            DropList& l = c.Create<DropList>();
            l.Add("a").Add("b").Add("c");
        }
    });

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

GUI_APP_MAIN
{
    MyApp().Run();
}

```

Best regards,  
Oblivion

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Subject: Re: Insert Ctrl editors in a single row of ArrayCtrl  
 Posted by [mubeta](#) on Fri, 19 Feb 2021 15:35:05 GMT  
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Thankyou for your reply, but, as I wrote, the problem was only an me. when the editor is integrated in the ArrayCtrl, the data value is owned by the Array, not by the editor, so I was confuse for some time for develop my needs.

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