
Subject: ArrayCtrl: how to identify embeded Option
Posted by [forlano](#) on Thu, 20 Jun 2024 08:04:52 GMT
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Hello,

this is related to a previous not yet answered post. The eventual answer to this one indirectly solve even the other.

I need to put about 40 Option in an ArrayCtrl. When checked each Option should activate a callback that:

1. recognise which Option has been pressed;
2. can get the status (checked/unchecked) of that Option.

Which is the best way to embed the Option in the ArrayCtrl? How to declare the callback that pass the relevant info to perform the previous tasks?

At moment I solve the task 2 in an ugly manner via a lookup table and then look at the Option position in the ArrayCtrl, But I am sure there is a better way to do it.

Thanks,
Luigi

Subject: Re: ArrayCtrl: how to identify embeded Option
Posted by [forlano](#) on Thu, 20 Jun 2024 08:42:59 GMT
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Here is the solution after the Victor's example

[https:// www.ultimatepp.org/forums/index.php?t=msg&th=12293&g_oto=60649&#msg_60649](https://www.ultimatepp.org/forums/index.php?t=msg&th=12293&g_oto=60649&#msg_60649)

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

```
using namespace Upp;
```

```
struct Test : TopWindow {  
    ArrayCtrl ar;
```

```
    void AddOption(int row, int col, int idOpt) {  
        Option& opt = ar.CreateCtrl<Option>(row,col,false);  
        opt << [&,idOpt] {  
            Exclamation(Sprintf("Pressed Option: ID = %d , status = %d", idOpt, 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, 100);
  AddOption(1, 2, 101);
  AddOption(2, 1, 102);
  AddOption(3, 2, 103);
  AddOption(4, 1, 104);
  AddOption(5, 2, 105);
  AddOption(6, 1, 106);
  AddOption(7, 2, 106);
}
};

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