Subject: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by lmonda on Tue, 29 Jul 2025 04:31:57 GMT
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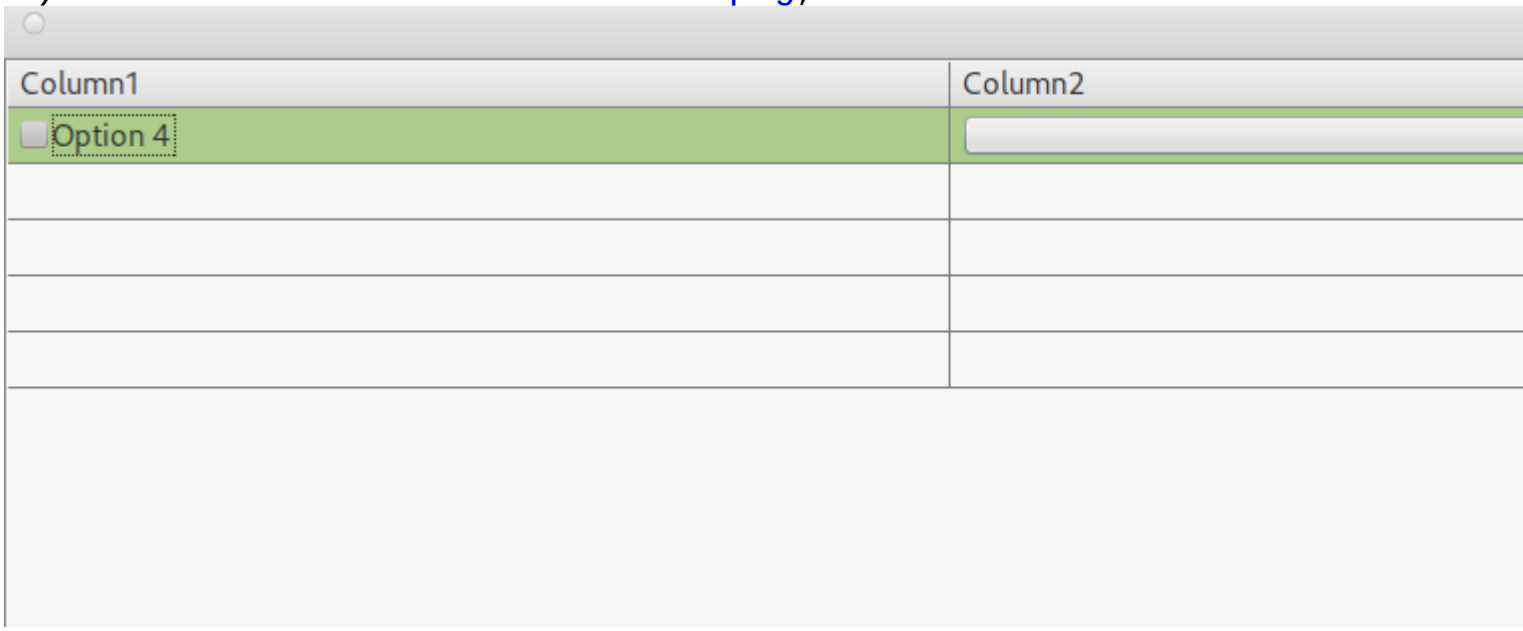
If I am adding controls to the ArrayCtrl to multiple rows, I was hoping for them to be visible in multiple rows.
But I find them all placed in first row (index 0) on top of each other. Why ? Not understanding.
See code below and picture attached.
UPP version - 17490.

```
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 662 times



2) Screenshot 2025-07-28 233033.png, downloaded 667 times

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 lmonda,

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.

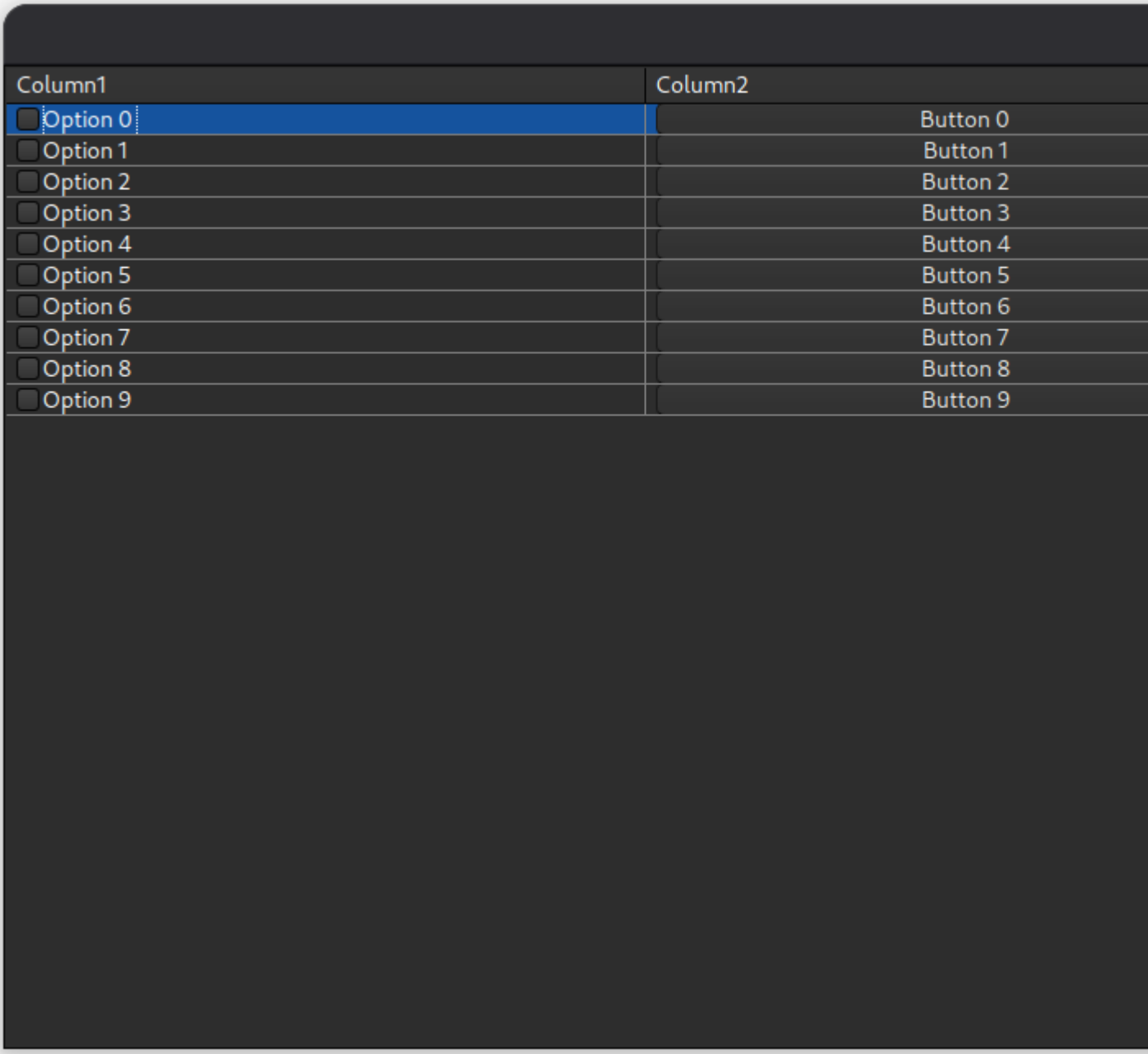
Above code will result in this:

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 598 times



Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by lmonda on Thu, 31 Jul 2025 03:32:50 GMT
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Hi Oblivion,

Thank you. I am migrating an older application that was started with Upp2007. This application uses Several Array ctrl to place custom widgets using SetCtrl() and later uses GetCtrl() to access the widgets. This application was previously migrated back in 2015, at that time we did not see any issue.
But now with latest UPP I have all the screens that uses setctrl() crashes.

Let me try adding the controls like you did and see if it fixes. I would still use GetCtrl() to access the individual controls though.

Thanks n Appreciate.
LMonda

Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by Oblivion on Thu, 31 Jul 2025 16:04:45 GMT
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Hello LMonda,

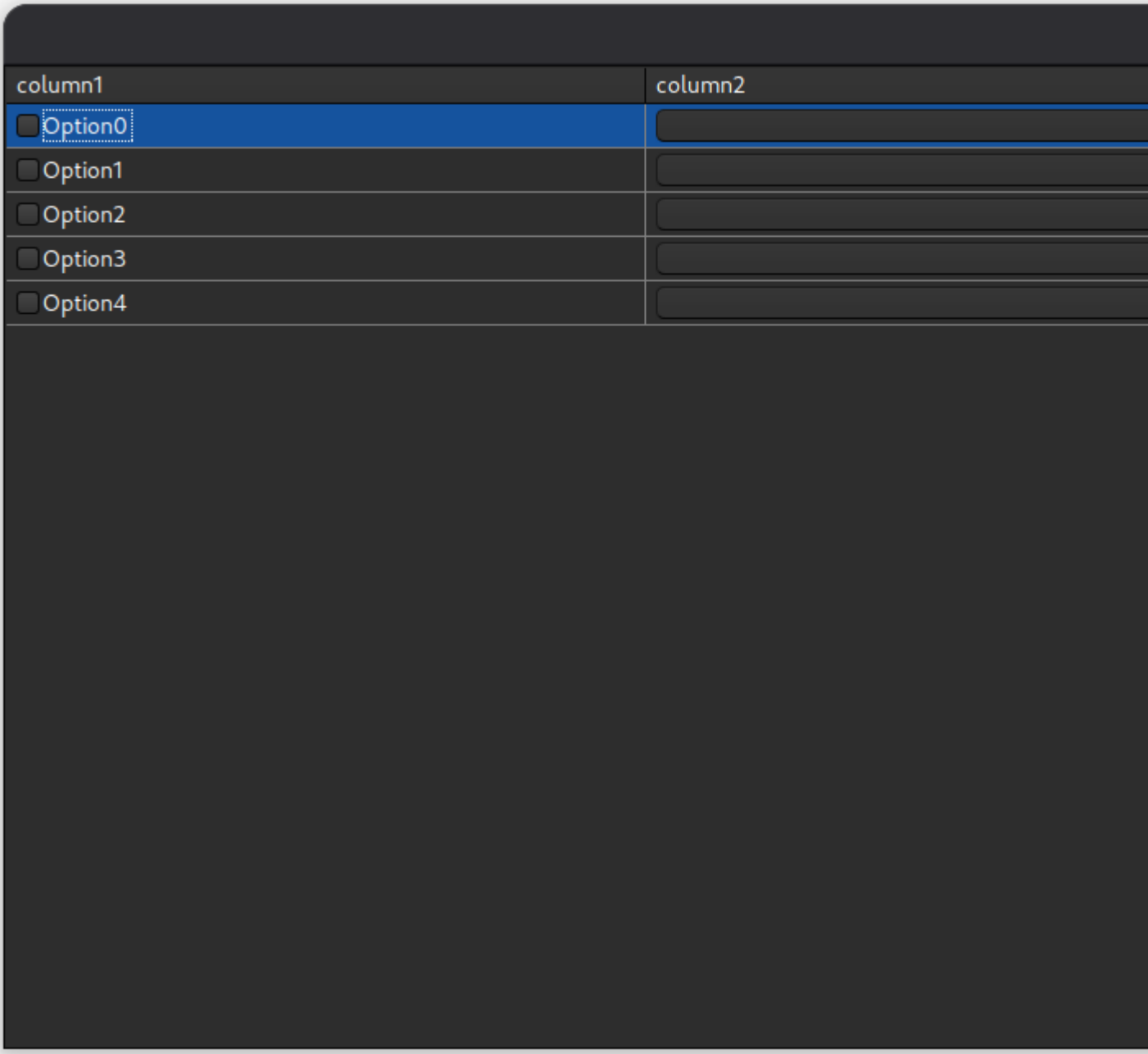
Your code above also works here (on U++ nightly):

If you provide a minimal but complete example which replicates the problem, I can examine and test it here.

Best regards,
Oblivion

File Attachments

1) Ekran Görüntüsü 2025-07-31 19-02-14.png , downloaded 588 times



Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by lmonda on Fri, 01 Aug 2025 04:27:43 GMT
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Hi Oblivion,

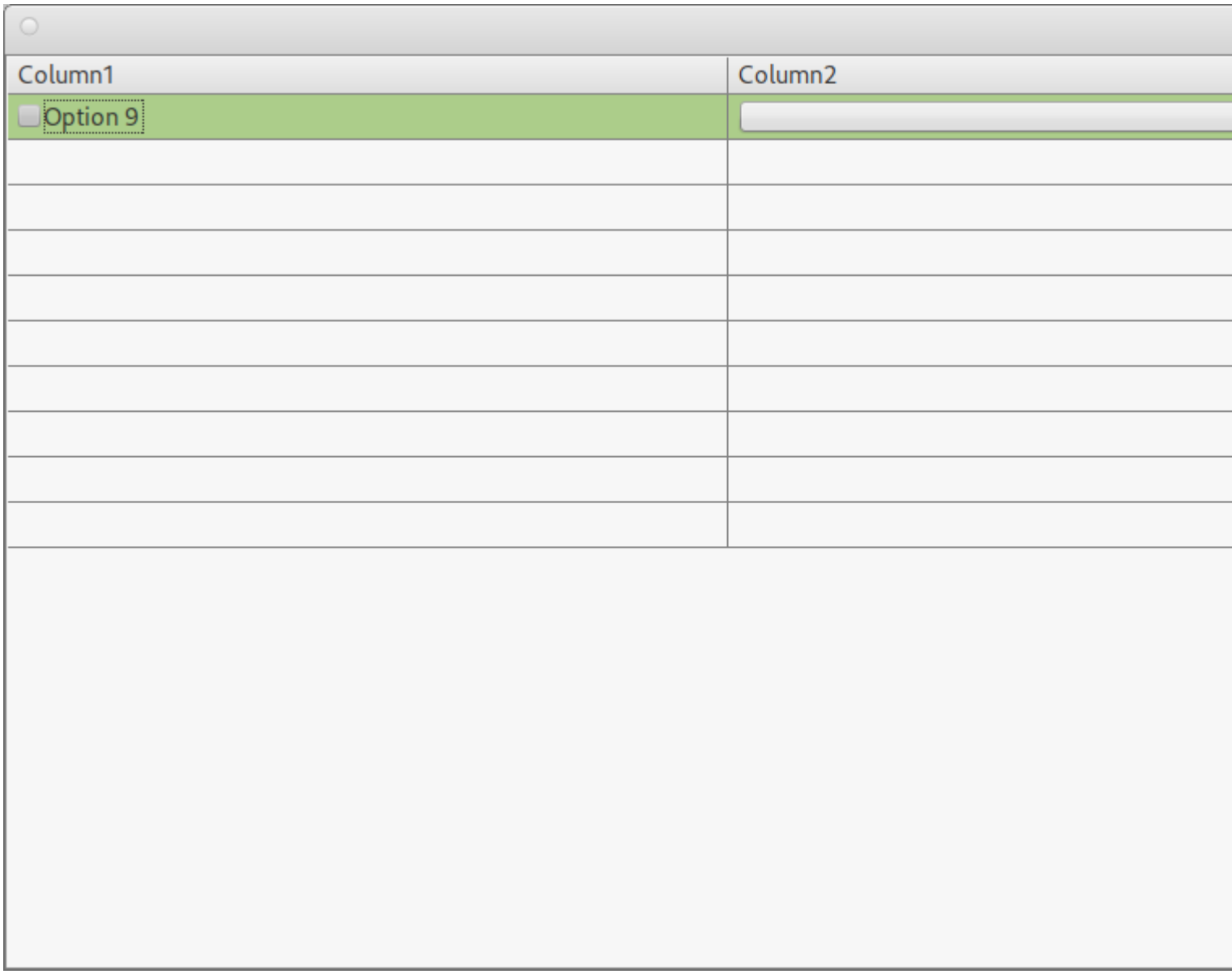
I am not using nightly build, but version 17490 built on jan 20 2025.
I used one of the reference project, made simple changes. Attached the project here
ArrayCtrlSetCtrl.zip
When i run this project attached, i see this screen attached.

Can you run and check this attached project.

Thanks
LMonda

File Attachments

1) Screenshot from 2025-07-31 23-18-33.png, downloaded 576 times



2) ArrayCtrlSetCtrl.zip, downloaded 193 times

Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by lmonda on Tue, 05 Aug 2025 04:42:50 GMT
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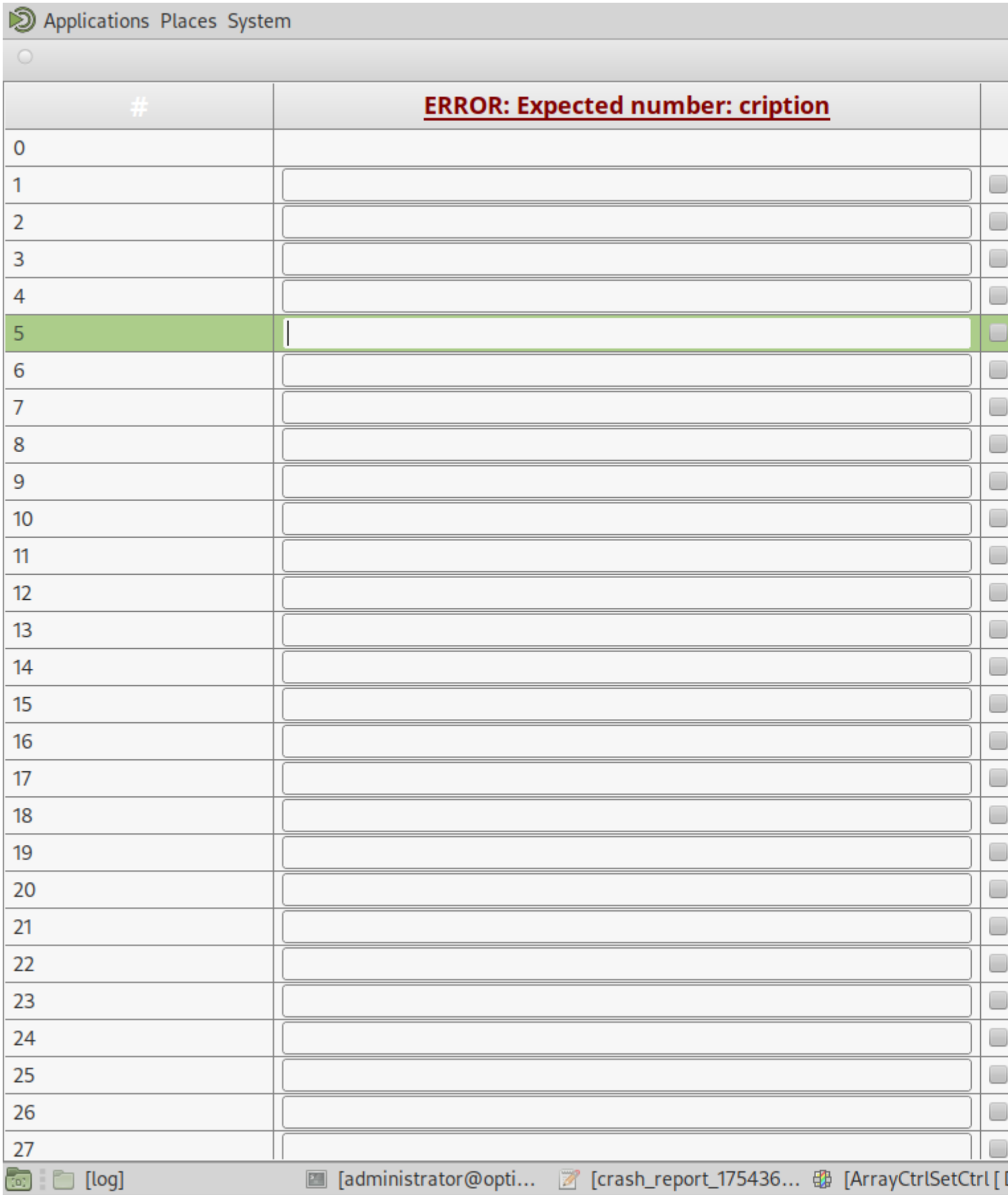
Hi Oblivion,

Thanks for your help so far.
I did more debugging in my migration project where it was crashing, i think it has do with editstring control that is part of the array ctrl.
I have a array ctrl with 7 columns that has various controls,like editstrig, droplist, doubleedit and options etc.
I have a error msg in the array ctrl second column that i am not sure what it means.
Please help me identify the error? Also row 0 is missing controls and it it empty. why? how to fix.
P.S this similar code works great in older upp versions.
I have put together a simple example of what error i am seeing at the moment and it is attached.
Thanks
Lmonda

File Attachments

1) Screenshot from 2025-08-04 23-24-02.png, downloaded 560 times


Applications Places System
#
ERROR: Expected number: cription
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
[log]
[administrator@opti...
[crash_report_175436...
[ArrayCtrlSetCtrl [

2) ArrayCtrlSetCtrl.zip, downloaded 176 times

Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by Oblivion on Tue, 05 Aug 2025 05:33:55 GMT
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Hello LMonda,

This code works well (other parts seem redundant here, but feel free to re-add):

```
App() {
	// Since you are using qtf in headers, '=' means center aligned text

	a.AddColumn(t_("\1[@W=* #"));
    a.AddColumn(t_("\1[@W=* Step Description")).Ctrls<EditString>(); // <- Was missing a space, hence the error...
    a.AddColumn(t_("\1[@W=* Timed")).Ctrls<Option >();
	a.AddColumn(t_("\1[@W=* Time(sec)")).Ctrls<EditDoubleSpin>();
	a.AddColumn(t_("\1[@W=* Step Type")).Ctrls<DropList>();
	a.AddColumn(t_("\1[@W=* Leak")).Ctrls<DropList>();
	a.AddColumn(t_("\1[@W=* Filter(sec)")).Ctrls<EditDoubleSpin>();

    for(int row =0; row< 63; row++)
       a.Add(row, "test", true, 1.234);

    a.SetLineCy(Draw::GetStdFontCy() + 8);
    Add(a.SizePos());
    Sizeable();
}
```

Best regards,
Oblivion

Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by lmonda on Thu, 07 Aug 2025 00:36:21 GMT
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Hi Oblivion
Thank you for pointing out the space.
I think the setctrl() calls are causing the first row to be blank. and that leads to the crash eventually.
I am trying to see if i can avoid doing setctrl() after adding the row.

But i still need to use getctrl() to access the controls. Will try to implement this and see if that fixes the issues.
Thanks
Lmonda

Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by Oblivion on Thu, 07 Aug 2025 07:41:49 GMT
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Quote:
I think the setctrl() calls are causing the first row to be blank. and that leads to the crash eventually.
I am trying to see if i can avoid doing setctrl() after adding the row.
But i still need to use getctrl() to access the controls. Will try to implement this and see if that fixes the issues.

Interestingly, I don't get any blank first row. Even with the example you provided. (Tested on Win10/11, Linux/Gnome)

Best regards,
Oblivion

Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by lmonda on Fri, 15 Aug 2025 03:57:07 GMT
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Hi Oblivion,
First row being empty issue is solved now.
I did rebuild for the ArrayCtrl and that fixed it, some how.
I don't use setctrl any more, just Add() row and access the control using GetCtrl().
I am able to move forward on the migration.
All of your responses helped me solving the issues I was having.
Thanks
lmonda

Subject: Re: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by Oblivion on Fri, 15 Aug 2025 07:19:47 GMT
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Hello lmonda,

lmonda wrote on Fri, 15 August 2025 06:57Hi Oblivion,
First row being empty issue is solved now.
I did rebuild for the ArrayCtrl and that fixed it, some how.
I don't use setctrl any more, just Add() row and access the control using GetCtrl().
I am able to move forward on the migration.
All of your responses helped me solving the issues I was having.
Thanks
lmonda

Glad to hear you're moving forward with your project.

As for the ArrayCtrl glitches, TheIDE usually caches the object files of the first build of your project and related U++ packages. So sometimes, especially if you update your sources or the sources of U++ but don't "rebuild all", some weird behavior can happen due to the cached object files. So it is a good practice to clear the cache ("rebuild all") after some time you update your project or U++ source code.

Best regards,
Oblivion