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Subject: How to get a Ctrl within ArrCtrl  
Posted by [forlano](#) on Sat, 22 Nov 2025 11:13:37 GMT  
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Hello

I have added several buttons to an ArrayCtrl with this code

```
void TournamentTiebreakDlg::AddBtn(int row, int col, int idTB, String label) {  
    Button& btn = gridtb.CreateCtrl<Button>(row,col);  
    String l = label;  
  
    btn.SetLabel(l);  
    btn << [&,row,col,idTB] {  
        SetTB(row, col, idTB);  
    };  
}
```

Now I need to get some of these buttons and disable them.

I am trying stuff like this

```
Button& btn = panel.gridtb.GetCtrl(4,1);
```

but the compiler keeps complaining all my temptives.

Which is the recommended way?

Thank you very much,

Luigi

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Subject: Re: How to get a Ctrl within ArrCtrl  
Posted by [forlano](#) on Sat, 22 Nov 2025 15:29:16 GMT  
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This is the working solution from chatgpt

```
void DisableButton(int row, int col) {  
    Ctrl* ctrl = gridtb.GetCtrl(row, col);  
    if(!ctrl) return;  
  
    if(Button* b = dynamic_cast<Button*>(ctrl)) {  
        b->Disable();  
    }  
}
```

It is amazing how many things it knows about U++. Sometimes it invents functions and methods that do not exist.

Luigi

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