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 tryng stuff like this
Button& btn = panel.gridtb.GetCtrl(4,1);
but the compiler keep complaining all my temptives.
Which is the recommended way?

Thank you very much,
Luigi

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 method that does not exist.
Luigi