

---

Subject: Howto add dynamic ctrls to topwindow  
Posted by [h3l1](#) on Sat, 30 Jun 2007 11:42:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi there,

just looked at the manual how to add a ctrl. I want to add ctrl's dynamically at runtime, depending on config file.

In the manual it says every widget has to be a member variable.  
But I create the ctrl's with new, do I have to delete them or will they be deleted automatically by the destructor of the topwindow.

Just trying to avoid memoryleaks

Thanks and bye  
Heli

---

---

Subject: Re: Howto add dynamic ctrls to topwindow  
Posted by [mirek](#) on Sat, 30 Jun 2007 13:01:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Array<SomeCtrlClass> (e.g. Array<Label>).

Or, if class is runtime info too, Array<Ctrl>.

Of course, this is just the basic principle, you can use any composition you want/need (ArrayMap, Array<SomeStructContaintWidget> etc...)

See:

[http://www.ultimatepp.org/reference\\$DynamicDlg.html](http://www.ultimatepp.org/reference$DynamicDlg.html)

---

---

Subject: Re: Howto add dynamic ctrls to topwindow  
Posted by [h3l1](#) on Mon, 02 Jul 2007 07:38:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cool,

thanks. Sorry I didn't see the example.

Bye  
Heli

---