
Subject: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Sun, 25 Nov 2007 18:23:11 GMT
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Hi,

I'm new to Upp and i'm doing tests.
I dunno if its possible but i'd like to have an array control filled with labels.

My app have a main layout called myFirstUppApp with an ArrayCtrl called testArray.
I made a second layout with a label containing 3 others labels.

I want to use this second layout as a widget to fill my testArray.

Is it posible ? How can i do it, i'm lost

jf

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Sun, 25 Nov 2007 18:49:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry i just found : [http://www.ultimatepp.org/reference\\$ArrayCtrlEdits.html](http://www.ultimatepp.org/reference$ArrayCtrlEdits.html)

i think this partially answer to my needs

But creating a new layout is it the right way to create a kind of new widget ?

jf

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [mirek](#) on Sun, 25 Nov 2007 20:24:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

jiaif wrote on Sun, 25 November 2007 13:49Sorry i just found :
[http://www.ultimatepp.org/reference\\$ArrayCtrlEdits.html](http://www.ultimatepp.org/reference$ArrayCtrlEdits.html)

i think this partially answer to my needs

But creating a new layout is it the right way to create a kind of new widget ?

Yep, if layout is useful for the widget, why not...

Mirek

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Sun, 25 Nov 2007 21:07:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for you answer.
Sorry, i'm searching and i dont find how to do what i want.

I posted a picture who looks like what i want to do.

if you can give me just a piece of code, a little example, i'll be very very happy
Or maybe a tuto where i can find how to create my own widget ?
What class to derivate ?

here is my second layout :

```
LAYOUT(myLayout, 196, 52)
ITEM(Label, lbl_name, LeftPosZ(4, 132).TopPosZ(4, 20))
ITEM(Label, lbl_surname, LeftPosZ(4, 132).TopPosZ(28, 20))
ITEM(Label, lbl_country, LeftPosZ(144, 48).TopPosZ(4, 44))
END_LAYOUT
```

myArray.AddColumn("test"). ... ?

thanks

Jf

File Attachments

1) [thing.png](#), downloaded 393 times

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [mirek](#) on Mon, 26 Nov 2007 08:07:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

jiaif wrote on Sun, 25 November 2007 16:07Thanks for you answer.
Sorry, i'm searching and i dont find how to do what i want.

I posted a picture who looks like what i want to do.

if you can give me just a piece of code, a little example, i'll be very very happy
Or maybe a tuto where i can find how to create my own widget ?
What class to derivate ?

here is my second layout :

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LAYOUT(myLayout, 196, 52)
ITEM(Label, lbl_name, LeftPosZ(4, 132).TopPosZ(4, 20))
```

```
ITEM(Label, lbl_surname, LeftPosZ(4, 132).TopPosZ(28, 20))
ITEM(Label, lbl_country, LeftPosZ(144, 48).TopPosZ(4, 44))
END_LAYOUT
```

myArray.AddColumn("test"). ... ?

thanks

Jf

Actually, for the purpose I can see on screenshot, rather use Display.

Widgets are good if you want to change things. For static stuff, Display is better.

Mirek

Subject: Re: ArrayCtrl with labels / layouts inside ?

Posted by [jjaif](#) on Mon, 26 Nov 2007 16:03:04 GMT

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Hi Mirek,

I want to change things !

I want to change the wole world !

more seriously, i think i'm near the solution but i need to understand some things..

Supposing i want to fill my array with buttons (but i don't want the user to fill this array, i want to do this programatically).

I understand that i can do :

```
myArray.AddColumn("test").Ctrls<Button>();
```

But i don't know how to add a particular button.

If i just do : myArray.Add(); its add a button but without label and i don't understand how to set its label.

```
Button b;
```

```
b.SetLabel("test");
```

How can i add this button to the array ?

It's not DoAppend, Add or AddCtrl..

jf

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Oblivion](#) on Mon, 26 Nov 2007 17:06:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I understood you right, try using myArray.SetCtrl()

Below is the modified code of Arrayctrl reference example.

```
ArrayCtrlExample::ArrayCtrlExample()
{
    CtrlLayoutExit(*this, "ArrayCtrl example");

    array.AddColumn("integer").Sorting();
    array.AddIndex(ID1);
    array.AddColumn(ID2, "combined").Add(ID1).AddIndex(ID3).SetConvert(Single<MyConvert>());
    array.AddColumn("editable").Edit(myedit).Sorting();
    array.AddColumn("with display").SetDisplay(Single<MyDisplay>());
    array.AddCtrl(editor);
    array.AddRowNumColumn("rownum");
    array.WhenLeftDouble = THISBACK(DoubleClick);
    array.ColumnWidths("51 120 60 102 62");

    for(int i = 0; i < 20; i++)
        array.Add(i, AsString(i * 10), GetSysDate(), i * 3, rand() % 1000,
            Color(byte(i * 77), byte(i * 200), byte(i * 135)), FormatIntRoman(i));
    //=====
    bt.SetLabel("Test"); // bt should be declared in the interface
    array.SetCtrl(2, 2, bt);
    //=====
}
```

Just overwrite the original code, and declare "Button bt" before compiling, and see what it does.

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Mon, 26 Nov 2007 17:32:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'm sorry but :

error: no matching function for call to 'Upp::ArrayCtrl::SetCtrl(int, int, Upp::Button&)'

note: candidates are: Upp::Ctrl& Upp::ArrayCtrl::SetCtrl(int, int, Upp::Ctrl*)

when i try to do :

```
Button b;  
b.SetLabel("test");  
myArray.AddColumn("test").Ctrls<Button>();  
myArray.SetCtrl(0,0,b);
```

I don't understand what means the documentation about this method. I think it's not what i need.
but i maybe i'm wrong ?

If you could give me a shorter and simple example it would be very cool

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Oblivion](#) on Mon, 26 Nov 2007 17:55:55 GMT
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Ok, here is a very simple example.
Edit: Example removed!
Regards.

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jjaif](#) on Mon, 26 Nov 2007 18:18:46 GMT
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Thank you for the code, but i'm sorry, i have the same errors
I don't understand why.

Maybe because myArray is added before i add buttons ?
I mean in my code, myArray is defined in the layout.

Maybe because i'm under linux ?

```
[edit]  
if i do :  
Button b;  
b.SetLabel("test");  
myArray.AddColumn("test");  
myArray.SetCtrl(0,0,&b);
```

it compile well but the button don't appear. Any idea ?

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Oblivion](#) on Mon, 26 Nov 2007 19:07:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Interesting. Which version of U++ do you use?
As of Upp 711b, there should be a:

You can use this instead.

Ps: If you allocate Button from the stack (e.g. Button bt), try not to "declare" it inside the same method.

And, as far as I know, you have to "Add" something before you can "append" or "set" a ctrl separately in an ArrayCtrl.

Eg,

```
Button *bt = new Button();  
bt->SetLabel("Test");  
myArray.AddColumn("Column1");  
myArray.Add("");  
myArray.SetCtrl(0, 0, bt);
```

Or/And

```
Button *bt = new Button();  
bt->SetLabel("Test");  
myArray.AddColumn("Column1");  
myArray.AddColumn("Column2");  
myArray.Add("This is a text");  
myArray.SetCtrl(0, 1, bt);
```

should work.

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jjaif](#) on Mon, 26 Nov 2007 19:26:52 GMT

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I use 2007.1, there is no deb package for other versions.

my def is :

```
SetCtrl(int i, int j, Ctrl *newctrl)
```

And your code (as mine) don't work.

it's sad

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [mirek](#) on Mon, 26 Nov 2007 21:16:38 GMT

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jiaif wrote on Mon, 26 November 2007 14:26: I use 2007.1, there is no deb package for other versions.

Yes, sorry. Our Linux maintainer took a long vacation...

Anyway, all you need to do is to download sources and create assemblies for them. It is simple.

Mirek

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Mon, 26 Nov 2007 23:28:52 GMT

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OK..

But without readme or makefile, it would not be so simple.

With a tuto or a simple INSTALL it would be cool

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Tue, 27 Nov 2007 11:13:22 GMT

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Ouch !...

I followed a tuto on the forum for compiling svn sources under linux, and it works.. but not very

well. (eats 7% of my load, layout editor as fast as a turtle, and tons of bugs when compiling my project..)
Maybe should i try a dev release instead. That's what i'm going to do.

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [mrjt](#) on Tue, 27 Nov 2007 11:52:11 GMT
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The easiest way I've found of installing/updating on Linux (I don't usually use the SVN version):
1- Download last Linux installer (If you already have Upp installed you can ignore this)
2- Download latest dev release source. Replace uppsrc with new version.
3- If desired, recompile TheIDE

That's all you should have to do.

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Tue, 27 Nov 2007 11:54:54 GMT
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I tried 711-dev2, it's a bit better, but why is it so slow compared to 2007.1 ?

I have the same problem, i can add buttons on my array but they don't appear.

SetCtrl method definition is the same as in 2007.1 version :
Ctrl *newctrl
and not
Ctrl& ctrl

any other ideas ?

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Tue, 27 Nov 2007 11:57:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks mrjt,

but i followed this tuto

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Oblivion](#) on Tue, 27 Nov 2007 18:43:41 GMT
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Here is a "heap" version of the example. I hope that it will work. If not, there is probably a problem with the debian U++ dist.
(it works fine with ubuntu (7.10) and pardus)
code is using the:

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jiaif](#) on Tue, 27 Nov 2007 20:36:46 GMT
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OK.. so.. in fact your code runs, but try with another layout.
For example try a layout with a label, some arrays and buttons, and the famous myarray
Try to do it with the layout editor.

Then try your code again.. without "Add(myArray.SizePos());"

And you will see the problem i'm talking about.
There is a grayed case, but the button don't appear.

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Oblivion](#) on Tue, 27 Nov 2007 21:10:11 GMT
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Quote:

OK.. so.. in fact your code runs, but try with another layout.
For example try a layout with a label, some arrays and buttons, and the famous myarray
Try to do it with the layout editor.

Then try your code again.. without "Add(myArray.SizePos());"

And you will see the problem i'm talking about.
There is a grayed case, but the button don't appear.

Yes, I've encountered the problem you've mentioned. And guess what: It has a very simple

solution

Just add, "myArray.Layout()", and voila! it works
(I hope it will work in your case too)

I'm not sure, but this could be a bug...

I've updated the example, and added the "myArray", and some other ctrls with layout editor.
Please take a look at it.

File Attachments

1) [Test.rar](#), downloaded 559 times

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [mirek](#) on Tue, 27 Nov 2007 21:55:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

jiaif wrote on Mon, 26 November 2007 13:18 Thank you for the code, but i'm sorry, i have the same errors
I don't understand why.

Maybe because myArray is added before i add buttons ?
I mean in my code, myArray is defined in the layout.

Maybe because i'm under linux ?

[edit]

if i do :

Button b;

b.SetLabel("test");

myArray.AddColumn("test");

myArray.SetCtrl(0,0,&b);

it compile well but the button don't appear. Any idea ?

First of all, SetCtrl(..., Ctrl *ctrl);

is deprecated and should not be used in any new code, in fact, it will likely be removed.

Anyway, now I believe that the fundamental problem of your code is that you are doing something like:

```
MyApp::MyApp() {  
    Button b;  
    ...  
    myArray.SetCtrl(0,0,b);  
}
```

```
}
```

This cannot work (or in fact, works as expected), as Button is destroyed at the end of MyApp().

To make it more clear, have fun:

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

using namespace Upp;

#define LAYOUTFILE <Test/Test.lay>
#include <CtrlCore/lay.h>

class ArrayTest : public WithArrayTestLayout<TopWindow> {
public:
    typedef ArrayTest CLASSNAME;
    ArrayTest();

    Array<Button> btn;
    Array<Option> opt;
};

ArrayTest::ArrayTest()
{
    CtrlLayout(*this, "Window title");
    Sizeable().Zoomable();

    myArray.AddColumn("Column1");
    myArray.AddColumn("Column2");

    for(int i = 0; i < 100; i++) {
        myArray.Add("Row: " + AsString(i + 1));
        if(i & 1) {
            Button& b = btn.Add();
            b.SetLabel(Format("Button %d", i + 1));
            myArray.SetCtrl(i, 1, b);
        }
        else {
            Option& o = opt.Add();
            o.SetLabel(Format("Option %d", i + 1));
            myArray.SetCtrl(i, 1, o);
        }
    }
}

GUI_APP_MAIN
```

```
{  
    ArrayTest().Run();  
}
```

Mirek

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [mirek](#) on Tue, 27 Nov 2007 21:57:12 GMT
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Oblivion wrote on Tue, 27 November 2007 16:10
Yes, I've encountered the problem you've mentioned. And guess what: It has a very simple solution
Just add, "myArray.Layout()", and voila! it works
(I hope it will work in your case too)

I'm not sure, but this could be a bug...

Well, that pointer version SetCtrl should not really be public. Do not use it

Mirek

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jjaif](#) on Wed, 28 Nov 2007 17:59:22 GMT
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I don't understand why you use

```
Button& b = btn.Add();
```

Where does btn array appear ?
What is your layout ?

And why SetCtrl(... Ctrl *ctrl ...) deprecated ?
And how to do with the deprecated version ?

Because i followed your indications and i have the same error. Moreover i can't use SetCtrl with a Button& value, in 2007.1 and 711-dev2 it's the same declaration.

I can make a screenshot if you want to see, it's like an empty label who appears.

And how to add buttons programmatically once the constructor have finished ? Because i tried but it does nothing.

Oblivion: Yeaahaaa ! Layout() do the job !.. but mirek said that it's deprecated.. Any other ideas ?

One more question, how to add a layout to an array ?

Is it possible ? What's the way to follow ?

(and i dunno if i previously do that but: Thank you very much for all your answers, you're very very user friendly, as like your IDE)

Subject: Re: ArrayCtrl with labels / layouts inside ?

Posted by [jiaif](#) on Wed, 28 Nov 2007 18:24:05 GMT

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i tried that :

```
Withwaiter<ArrayCtrl> *test = new Withwaiter<ArrayCtrl>();
test->lbl_callername.SetLabel("test");
test->lbl_country.SetLabel("test");
test->lbl_telnum.SetLabel("test");
```

```
array_waiters.Add("");
array_waiters.SetCtrl(0,0,test);
array_waiters.Layout();
```

with this layout :

```
LAYOUT(waiter, 196, 52)
ITEM(Label, lbl_telnum, LeftPosZ(4, 132).TopPosZ(4, 20))
ITEM(Label, lbl_callername, LeftPosZ(4, 132).TopPosZ(28, 20))
ITEM(Label, lbl_country, LeftPosZ(144, 48).TopPosZ(4, 44))
END_LAYOUT
```

But it don't appear correctly. Maybe it's a problem of height of the array cells. So i tried with SetLineCy(0,50); but the layout continue to not appear correctly.

If you could try with your version to tell me if you have a different result.

Subject: Re: ArrayCtrl with labels / layouts inside ?

Posted by [Oblivion](#) on Wed, 28 Nov 2007 21:27:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:

I can make a screenshot if you want to see, it's like an empty label who appears.

Yes, It would be helpful. Also, please upload a simple example if you could. It's better to examine the problem on a source code.

Quote:

One more question, how to add a layout to an array ?

Is it possible ? What's the way to follow ?

AFAIK, "theoretically" it is possible, but not with the current "CtrlLib.usc" (layout editor, ctrl "drawing" file) I suppose; for, it has to be modified first.

Actually, It might be a good idea...

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [mirek](#) on Thu, 29 Nov 2007 04:49:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

jjaif wrote on Wed, 28 November 2007 13:24i tried that :

```
Withwaiter<ArrayCtrl> *test = new Withwaiter<ArrayCtrl>();
```

Never use "delete" with U++. And in most cases, avoid "new".

"ArrayCtrl" is wrong here. This would mean you are deriving your widget (that you want to place into single ArrayCtrl cell) from ArrayCtrl. It is like putting another ArrayCtrl into ArrayCtrl, with some other widgets over it.

IMO you want something like Withwaiter<ParentCtrl>.

Then you also have to call CtrlLayout for it to actually place widgets.

See, it is not that hard to understand. Withwaiter<ArrayCtrl> is a type that contains all layout members as instance variables.

CtrlLayout adds these variables using Ctrl::Add and places them on correct positions.

Subject: Re: ArrayCtrl with labels / layouts inside ?

Posted by [mrjt](#) on Thu, 29 Nov 2007 12:57:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Well, that pointer version SetCtrl should not really be public. Do not use itAre you sure a about this? The documentation says:

Sets an external control to use as the editor for a single array cell. This function transfers the ownership to the control (from now on, it is stored within the array and destroyed as necessary - upon destruction of the array, deletion of the relevant row or another call to SetCtrl).And this makes sense because it is very difficult to use SetCtrl and have to manage ctrls externally.

Also, since I have some time on my hands I'm going to wade in with my opinion whether you like it or not . I'm not sure if SetCtrl is the correct approach to use in this case. The code above should work with the addition of:

CtrlLayout(*test); array_waiters.SetLineCy(0, w.GetMinSize().cy);but there are two (and probably more) ways of doing this that may be more suitable:

1- Avoids SetCtrl completely

```
struct CallerInfo {
    String callername;
    String country;
    String telephone;
};

class MainWindow : public TopWindow
{
public:
    typedef MainWindow CLASSNAME;
    ArrayCtrl array;

    struct Waiter : public WithWaiterLayout<ParentCtrl> {
        Value data;

        Waiter() { CtrlLayout(*this); }
        virtual void SetData(const Value &v) {
            if (IsTypeRaw<CallerInfo>(v)) {
                const CallerInfo &c = ValueTo<CallerInfo>(v);
                callername.SetLabel(c.callername);
                country.SetLabel(c.country);
                telephone.SetLabel(c.telephone);
                data = v;
            }
        }
        virtual Value GetData() const { return data; }
    };
};
```

```

MainWindow() {
    Sizeable();

    array.AddColumn("Data 1");
    array.AddColumn("Data 2");
    array.AddColumn("Waiter").Ctrls<Waiter>();
    Add(array.SizePos());

    CallerInfo c;
    c.callername = "Joe Sixpack";
    c.country = "USA";
    c.telephone = "666-666666";

    array.Add("Cell (0,0)", "Cell (1,0)", RawToValue<CallerInfo>(c));
    array.Add("Cell (0,1)", "Cell (1,1)", RawToValue<CallerInfo>(c));
    array.Add("Cell (0,2)", "Cell (1,2)", RawToValue<CallerInfo>(c));
}
};

```

2- Uses Display. Unless you have a really good reason for using controls (ie. some sort of user interaction required) this should be the default method:

```

struct CallerInfo {
    String callername;
    String country;
    String telephone;
};

```

```

class MainWindow : public TopWindow
{
public:
    typedef MainWindow CLASSNAME;
    ArrayCtrl array;

```

```

struct CallerDisplay : public Display
{
    void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style) const {
        PaintBackground(w, r, q, ink, paper, style);
        if (IsTypeRaw<CallerInfo>(q)) {
            const CallerInfo &c = ValueTo<CallerInfo>(q);
            int ccy = r.GetWidth() / 3;
            int h = r.Height();
            int x = r.right - ccy;

            w.Begin();
            w.DrawText(x, r.top+1, c.telephone, StdFont(), ink);
            w.ExcludeClip(x, r.top, ccy, h);
            x -= ccy;
            w.DrawText(x, r.top+1, c.country, StdFont(), ink);

```



```

w.ExcludeClip(x, r.top, ccy, h);
x -= ccy;
w.DrawText(x, r.top+1, c.callername, StdFont(), ink);
w.End();
}
}
};

MainWindow() {
Sizeable();

array.AddColumn("Data 1");
array.AddColumn("Data 2");
array.AddColumn("Waiter").SetDisplay(Single<CallerDisplay>());
Add(array.SizePos());

CallerInfo c;
c.callername = "Joe Sixpack";
c.country = "USA";
c.telephone = "666-666666";

array.Add("Cell (0,0)", "Cell (1,0)", RawToValue<CallerInfo>(c));
array.Add("Cell (0,1)", "Cell (1,1)", RawToValue<CallerInfo>(c));
array.Add("Cell (0,2)", "Cell (1,2)", RawToValue<CallerInfo>(c));
}

```

}; you could further improve the Paint function with the '...' when string are cut short and give a much better appearance than using Labels. See StdDisplayClass::Paint0 for how to do this.

Hope that helps.
James

Subject: Re: ArrayCtrl with labels / layouts inside ?
 Posted by [mirek](#) on Tue, 04 Dec 2007 08:39:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

mrjt wrote on Thu, 29 November 2007 07:57Quote:Well, that pointer version SetCtrl should not really be public. Do not use itAre you sure a about this? The documentation says:
 Sets an external control to use as the editor for a single array cell. This function transfers the ownership to the control (from now on, it is stored within the array and destroyed as necessary - upon destruction of the array, deletion of the relevant row or another call to SetCtrl).And this makes sense because it is very difficult to use SetCtrl and have to manage ctrls externally.

Also, since I have some time on my hands I'm going to wade in with my opinion whether you like it or not .

Well, yes, I am sure.. Buggy documentation.

Managing Ctrl's externally is not at all difficult - just add `Array<T>` somewhere. The only possible problem is Insert/Remove, where you have to be a little bit more careful....

Mirek

Subject: Re: ArrayCtrl with labels / layouts inside ?

Posted by [jjaif](#) on Thu, 06 Dec 2007 17:25:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

thanks for your answers.

In fact i need to fill an array with a kind of widgets where the user can click on it. When clicking, the program will modify some other labels and arrays.

So yes i need interactivity with the user, and i need a userfriendly design, not an OOo Calc like array..

That's why i want to create widgets with labels, colors and images.

I'll try your code later but thanks for help

jf

Subject: Re: ArrayCtrl with labels / layouts inside ?

Posted by [jjaif](#) on Thu, 06 Dec 2007 18:15:16 GMT

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Thanks mrjt,

your code (first example) runs pretty well, but how to add elts to the array when the application is running ?

I tried to create a simple method like :

```
void AddTruc(String o, String s, String a) {  
    CallerInfo c;  
    c.callername = o;  
    c.country = s;  
    c.telephone = a;  
    array.Add("test", "test", RawToValue<CallerInfo>(c));  
};
```

and further in the code :

```
GUI_APP_MAIN
{
    MainWindow mw;
    mw.Run();

    mw.AddTruc("joe","USA","09890");
}
```

but nothing appear

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Novo](#) on Thu, 06 Dec 2007 19:29:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Tue, 27 November 2007 16:55
First of all, SetCtrl(..., Ctrl *ctrl);

is deprecated and should not be used in any new code, in fact, it will likely be removed.

```
// Linux/xcode
#define DEPRECATED_FUNC __attribute__((__deprecated__))
// MSVC
#define DEPRECATED_FUNC __declspec(deprecated)
```

You might consider using of DEPRECATED_FUNC macro above to inform users about deprecated methods/functions.

It is more informative than just comments in the source code.

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [waxblood](#) on Fri, 07 Dec 2007 10:28:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Thu, 06 December 2007 20:29luzr wrote on Tue, 27 November 2007 16:55
First of all, SetCtrl(..., Ctrl *ctrl);

is deprecated and should not be used in any new code, in fact, it will likely be removed.

```
// Linux/xcode
```

```
#define DEPRECATED_FUNC __attribute__((__deprecated__))  
// MSVC  
#define DEPRECATED_FUNC __declspec(deprecated)
```

You might consider using of DEPRECATED_FUNC macro above to inform users about deprecated methods/functions.

It is more informative than just comments in the source code.

This post interests me, but I think is a little OT so I've created a new topic here:

http://www.ultimatepp.org/forum/index.php?t=msg&goto=13055&#msg_13055

David

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Novo](#) on Fri, 07 Dec 2007 17:31:12 GMT
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waxblood wrote on Fri, 07 December 2007 05:28 This post interests me, but I think is a little OT.

Sorry, I didn't want to take that out of context.

Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [jjaif](#) on Fri, 07 Dec 2007 23:56:31 GMT
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Sorry, i finally decided to use xul for my application.
I will not try ultimate++ anymore for this project, but it was a cool experience anyway.

Thanks for your answers and your help.

jf

PS: And for Christmas i give you a little gift..
(have a look to your paypal account)
