
Subject: Many Widget Factories one class

Posted by [nejnadusho](#) on Sun, 09 Dec 2012 22:25:13 GMT

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Hi,

How can I define more than one widget factories in a single class.

I just want to fill three ArrayCtrl's with buttons.

And I tried several times and could not figure it out.

This is what I have so far

```
Tables::Tables()
{

    counter = 0;
    GetTablesCount = 0;

    tablesArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    tablesArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    tablesArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    tablesArray.AddColumn().Ctrls(THISBACK(WidgetFactory));

    ButtonGenerator(1);
    tablesArray.SetLineCy(50);
}

void Tables::ButtonGenerator(int tableCount){

    for (int i = 1; i <= tableCount; ++i){
        tablesArray.Add();
    }

}

void Tables::WidgetFactory(One<Ctrl>& x)
{
    Button& b = x.Create<Button>();
    b.SetLabel("Table " + AsString(++counter));
    b.SizePos();
    b <<= THISBACK1(OpenBill, counter);
}
```

As I already mentioned I want to define other ArrayCtrl's and also fill them up. I tried with the same factory and did not succeed.

I Tried creating other factories it did not work either.

Thank you.

Best,
Georgi
