Subject: [SOLVED] How to load an array added to an TabCtrl?
Posted by Patisab on Sun, 12 Mar 2017 18:14:02 GMT
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Good evening,

I would like to load an array which is added to a TabCtrl. The TabCtrl is declared in a Layout. I have something like this :

pbeTest.h

```
#ifndef _pbeTest_pbeTest_h
#define _pbeTest_pbeTest_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

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

class pbeTest : public WithpbeTestLayout<TopWindow> {
public:
 typedef pbeTest CLASSNAME;

 void fTest1();

 pbeTest();
};

class Test1 : public WithTest1Layout<TopWindow> {
public:
 typedef Test1 CLASSNAME;
 Test1(){
  CtrlLayoutOK(*this, "Window title");
  WithGridLayout<ParentCtrl> Grid;
  CtrlLayout(Grid);
  tb.Add(Grid.SizePos(),"Tableau");
  Grid.arr.SizePos();

  Grid.arr.AddRowNumColumn();
  Grid.arr.AddColumn("Colonne 1").Sorting();
  Grid.arr.AddColumn("Colonne 2").Sorting();

  alim <<= THISBACK(fAlim);
 }
 void fAlim();
};
```

```
#endif
```

main.cpp

```
#include "pbeTest.h"

void pbeTest::fTest1()
{
 Test1 dlg;
 if(dlg.Run() != IDOK)
 return;
}

pbeTest::pbeTest()
{
 CtrlLayout(*this, "Window title");

 test <<= THISBACK(fTest1);
 ok <<= THISBACK(Close);
}

GUI_APP_MAIN
{
 pbeTest().Run();
}
```

Test1.cpp

```
#include "pbeTest.h"

void Test1::fAlim()
{
 for(int i =0 ; i < 5 ; i++)
 {
  Grid.arr.Add("C1L" + AsString(Format("%d",i)),"C2L" + AsString(Format("%d",i)));
 }
}
```

pbeTest.lay

```
LAYOUT(pbeTestLayout, 200, 100)
 ITEM(Button, ok, SetLabel(t_("Quitter")).LeftPosZ(72, 56).TopPosZ(76, 15))
 ITEM(Button, test, SetLabel(t_("Test1")).LeftPosZ(72, 56).TopPosZ(12, 15))
END_LAYOUT

LAYOUT(Test1Layout, 400, 200)
 ITEM(Button, ok, SetLabel(t_("Sortir")).LeftPosZ(64, 56).TopPosZ(180, 15))
 ITEM(TabCtrl, tb, LeftPosZ(4, 392).TopPosZ(4, 172))
```

```
 ITEM(Button, alim, SetLabel(t_("Charger")).LeftPosZ(4, 56).TopPosZ(180, 15))
END_LAYOUT

LAYOUT(GridLayout, 400, 200)
 ITEM(ArrayCtrl, arr, LeftPosZ(4, 392).TopPosZ(4, 192))
END_LAYOUT
```

When i compile i obtain an error message :

```
pbeTest/Test1.cpp:7: error: 'Grid' was not declared in this scope.
Grid.arr.Add("C1L" + AsString(Format("%d",i)),"C2L" + AsString(Format("%d",i)));
```

I have probably forget something but i don't see what.

Thank very much for your help.

Best regards.

Subject: Re: How to load an array added to an TabCtrl?
Posted by Oblivion on Sun, 12 Mar 2017 18:29:18 GMT
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Hello,

You seem to declare Grid locally in the constructor. Therefore it will be out of scope (won't be available). Try to make it a member.

```
class Test1 : public WithTest1Layout<TopWindow> {

WithGridLayout<ParentCtrl> Grid;                        // <------ Grid should be declared
here, or elswhere
                                                //      so that it can be reached within the Test1
class.

public:
 typedef Test1 CLASSNAME;
 Test1(){
  CtrlLayoutOK(*this, "Window title");
  WithGridLayout<ParentCtrl> Grid;                  // <------ Grid is declared locally in constructor
(The reason of the error.).
  CtrlLayout(Grid);
  tb.Add(Grid.SizePos(),"Tableau");
```

```
  Grid.arr.SizePos();

  Grid.arr.AddRowNumColumn();
  Grid.arr.AddColumn("Colonne 1").Sorting();
  Grid.arr.AddColumn("Colonne 2").Sorting();

  alim <<= THISBACK(fAlim);
 }
 void fAlim();
};
```

Regards,

Oblivion

Subject: Re: How to load an array added to an TabCtrl?
Posted by Patisab on Sun, 12 Mar 2017 19:04:08 GMT
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Thank you very much Oblivion. It's good now.

I thought that i have to declare Grid in the constructor to be used. I suppose the line CtrlLayout(Grid); in constructor make the call to Grid. Is it right?

Best regards.
