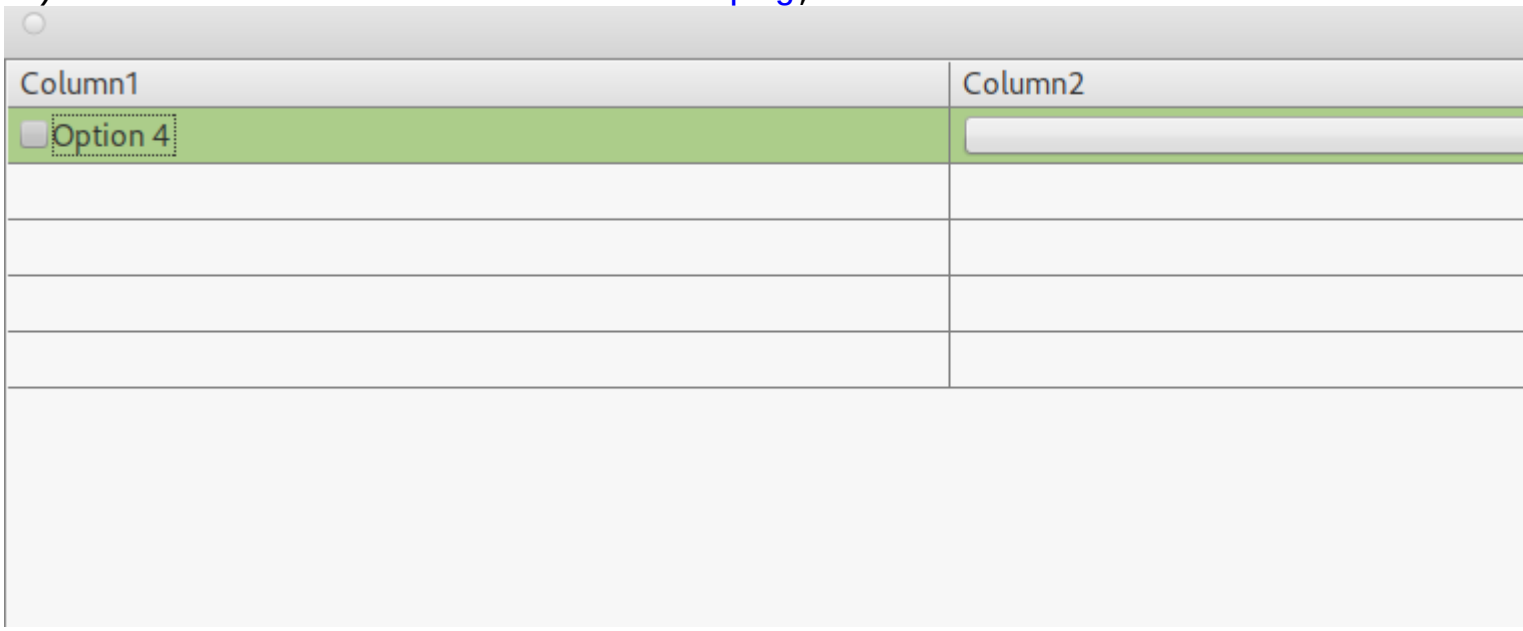
Subject: Why SetCtrl() places controls in first row of ArrayCtrl?
Posted by lmonda on Tue, 29 Jul 2025 04:31:57 GMT
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If I am adding controls to the ArrayCtrl to multiple rows, I was hoping for them to be visible in multiple rows.
But I find them all placed in first row (index 0) on top of each other. Why ? Not understanding.
See code below and picture attached.
UPP version - 17490.

```
ArrayCtrl a;
a.AddColumn("column1");
a.AddColumn("column2");
for(int i=0;i<5;i++)
{
  a.Insert(i);
  a.SetCtrl(i,0,option.Add(),True);
  a.CreateCtrl<Button>(i,1);
}
```

File Attachments

1) Screenshot 2025-07-28 232053.png, downloaded 703 times



2) Screenshot 2025-07-28 233033.png, downloaded 710 times


App
App : TopWindow
option → Array<class Option>
a → ArrayCtrl
Do(int ii) → void
App()
ArrayCtrlSetCtrl/main.cpp
GuiMainFn_() → void
main(int argc, char **argv, co
GuiMainFn_() → void
App() {
a.AddColumn("Column1");
a.AddColumn("Column2");
for(int i = 0; i < 5; i++) {
// a.Add(bool(i & 4));
a.Insert(i);
a.SetCtrl(i, 0, option.Add().SetLabe
a. CreateCtrl<Button>(i,1);
}
a.SetLineCy(Draw::GetStdFontCy() + 8);
Add(a.SizePos());
Sizeable();
}
};
GUI_APP_MAIN
{
App().Run();
}
Debian12