

Re: Freeing buttons created in a dynamic array

Source: <http://coding.derkeiler.com/Archive/Delphi/comp.lang.pascal.delphi.misc/2004-03/0392.html>

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"GB Blanchard" <1122@1122noexiste.net> wrote in message
news:45d612875782b3502d2f8a7468391a7d@news.teranews.com...

```
> I'm creating some buttons on a panel like this:  
>  
> {...}  
> SetLength(BtnArray,Length(CharString));  
>  
> for Col := 0 to ColCount - 1 do  
> for Row := 0 to RowCount - 1 do  
> begin  
> Btn := TButton.Create(Self);  
> Btn.Parent := pnBtnArray;  
> Btn.SetBounds(Col * (BtnWidth + 1), Row * (BtnHeight + 1),  
> BtnWidth, BtnHeight);  
> if Row = 0 then  
> Btn.Caption := CharString[Col + 1]  
> else  
> Btn.Caption := CharString[(Col + 1) + ColCount];  
> Btn.OnClick := btSendKeyClick;  
> BtnArray[Col] := Btn;  
> end;  
>  
> {...}  
>  
> Each button has one character as a caption and the user can change  
> which character set he wants to use at any time. Therefore, he may  
> start with 10 characters on 10 buttons, and later decide to choose  
> 3 characters on 3 buttons.  
>  
> The problem is that the extra 7 buttons and characters will still  
> be shown on the first row of the new 3 button selection because I  
> haven't been able to figure out how to free the buttons of the  
> first selection. Any advice will be greatly appreciated.
```

Seeing as how you already store your buttons in the BtnArray array,
could you free every button in it before starting over?

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You might want to keep references to them `_all_`, BTW. Currently you're overwriting every row except the last one.

Groetjes,
Maarten Wiltink