```csharp
using UnityEngine;
using System.Collections;
using UnityEngine.UI;


public class AtkPanel : MonoBehaviour {


    [SerializeField] GameObject buttonPrefab;
    protected Battle battle;
    [SerializeField] GameObject[] paneles;

    void OnEnable(){
        battle = FindObjectOfType<Battle>();
        if(battle.userMon == null){
            return;
        }
        string[] moves = battle.userMon.GetMov();
        int i;
        for(i=0;i<moves.Length;i++){
            int index = i;
            GameObject button = (GameObject)Instantiate(buttonPrefab);
            button.GetComponentInChildren<Text>().text = moves[i];
            button.GetComponent<Button>().onClick.AddListener(
                () => (SetMove(index))
                );
            button.transform.SetParent(paneles[i%paneles.Length].transform,false);
        }
    }

    void OnDisable(){
    //borrar botones
        int childs;
        for(int i=0;i<paneles.Length;i++){
            childs = paneles[i].transform.childCount;
            for(int j = childs -1; j >= 0; j--){
                Destroy(paneles[i].transform.GetChild(j).gameObject);
            }
        }
    }
    public void SetMove(int i){
        battle.user.nroMovimiento = i;
        battle.user.source = battle.userMon;
        battle.user.target = battle.opoMon;
        battle.user.clicks = accionesEntrenador.AtaqueListo;
    }
}
```