
Subject: Re: Init a ctrl inside INITBLOCK
Posted by [koldo](#) on Thu, 12 Jan 2012 14:50:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Honza

I have successfully applied this:

Quote:Safe solution should be to just make the RegisterExample() store the list of things to be initialized into some container. The actual initialization can then be done by separate function called in GUI_APP_MAIN or in the constructor of the application window.

Now code is like this:

```
struct MyExample : ParentCtrl {
    virtual void Init() = 0;
};

struct Tab1 : WithTab1<MyExample> {
    Tab1() {...} // No GUI here
    virtual void Init() {
        CtrlLayout(*this);
        ... // GUI here
    }
    ...
}

INITBLOCK {
    RegisterExample("Basic", new Tab1);
}

...

GUI_APP_MAIN
{
    for (int i = 0; i < Examples().GetCount(); ++i)
        Examples()[i].ctrl->Init(); // GUI loaded here

    ScatterCtrl_Demo().Run();
}
```
