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Subject: Re: Controls & classes design questions  
Posted by [mrjt](#) on Sun, 19 Aug 2007 09:22:38 GMT  
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Then I must be misunderstanding something. I would be grateful if you could tell me why the following code works if virtual methods are non-moveable:

```
struct BaseClass
{
    BaseClass() { int1 = 1; }

    int int1;
    virtual int  GetInt() { return int1; }
    virtual String GetString() { return "A String"; }
};

struct DerivedClass : public BaseClass, public Moveable<DerivedClass>
{
    DerivedClass() { int2 = 99; }

    int int2;
    virtual int  GetInt() { return int2; }
    virtual String GetString() { return "This is a derived class"; }
};

GUI_APP_MAIN
{
    Vector<DerivedClass> v;

    v.Add(DerivedClass());
    v.Add(DerivedClass());

    for (int i = 0; i < v.GetCount(); i++)
        PromptOK(Format("Int: %d String: %s", v[i].GetInt(), v[i].GetString()));
}
```

James

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