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Subject: Re: Nothing shows up...

Posted by [mirek](#) on Mon, 06 Mar 2006 17:46:11 GMT

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iplyfast wrote on Mon, 06 March 2006 12:34OK, that is very helpful. One more question. (since you are watching).

I've got 2 layouts, the game and the options. From what I've read these controls on these layouts are built into the class so the values are always present.

To access a ctrl (say a checkbox called Multiplayer) in the option layout from the game class I would do

```
bool value = options.Multiplayer ~;
```

```
and
```

```
options.Multiplayer <=<= value;
```

Is this correct?

Yes. (Just "value = ~options.Multiplayer").

Option also has alternative interface - operator= and operator bool(). Means you will not in most cases need "bool value", just

```
if(options.Multiplayer)
```

```
....
```

```
options.Multiplayer = true;
```

Note that you can even serialize content of dialog to make this persistent. No need to store data in paralel structures (in most cases).

Mirek

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