
Subject: Re: Howto create control-collection -control?

Posted by [mirek](#) on Sun, 12 Mar 2006 11:47:58 GMT

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Callback argCB = callback1(this,Toggle, btnIndx++);

usually, we now prefer to place

```
typedef ExpressPane CLASSNAME;
```

inside ExpressPane declaration and then

```
Callback argCB = THISBACK1(Toggle, btnIndx++);
```

(pays off if you are about to assing more callbacks.

Avoid btnIndex, use "closer.GetCount()".

Also, avoid "new":

```
Button& button = closer.Add();
```

means:

```
void ExpressPane::Add(const char *text, Ctrl& slave){
    int btnIndx = closer.GetCount();
    Button& button = closer.Add();
    button <<= THISBACK1(Toggle, btnIndx);
    button.SetLabel(text);
    button.HSizePosZ(0, 0).BottomPosZ(BTN_SPACE * (btnIndx-1), BTN_SPACE -2);
    splitter.HSizePosZ(0, 0).VSizePosZ(0, BTN_SPACE * btnIndx);
    Ctrl::Add(button);
    SlaveControl& slvCtrl = slaves.Add();
    slvCtrl.isInSplitter = false;
    slvCtrl.slave = &slave;
}
```

Even more optimal would be to place Button inside SlaveControl and manage just a single array...

(I am still missing Rearrange, just toying with the code as it is)

Mirek
