Subject: Re: Is there a way to fetch objects w/o default constructor?
Posted by mirek on Mon, 08 Sep 2008 17:23:08 GMT
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Mindtraveller wrote on Mon, 08 September 2008 05:25Simplified code as a description of problem:

```
class Project
{
    Project(TabCtrl &tabs) {/*add new tab with Project controls*/}
};

class App
{
    void Serialize (Stream &stream) {stream % projects;} //ERROR: no default constructor available
    Array<Project> projects;
    TabCtrl      mainTabs;
};
```

Is there a way I can fetch my Project objects with auto-adding to the tabs?

Yes, but not really recomended

The trick would be to implement your own Array serialization, using "new" variant of Add.

Something like:


```
if(s.IsLoading())
    projects.Clear();
int count = projects.GetCount();
s % count;
for(int i = 0; i < count; i++)
    if(s.IsStoring())
        s % projects[i];
    else
        s % projects.Add(new Project(tabs));
```

(I would rather find some other solution. IMO, except special cases, classes should have default constructors).

Mirek