Subject: Re: Is there a way to fetch objects w/o default constructor?
Posted by Mindtraveller on Tue, 09 Sep 2008 06:47:29 GMT

So what "right", or "typical" solution of such a common problem is recommended? Just to make default constructor along with something like void Setup(.....) ?

```
stream % projects;

if(stream.IsLoading())
{
    for (int i=0; i<projects.GetCount(); ++i)
        projects.Setup(......);
}
```

This method has one big drawback: I can`t hold any references inside Project class because I can`t initialize them in constructor. In my previous example this means i.e. I can`t hold tabs reference inside Project which is very uncomfortable. Using simple pointer and setting it inside Setup() is no good too.