
Subject: Re: OptionImage ctrl: how to make it better...

Posted by [mirek](#) on Thu, 13 Apr 2006 16:18:49 GMT

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mr_ped wrote on Thu, 13 April 2006 12:16The '.' makes you work with instance on the left.

'ctrl.' means you want to do something with arrayctrl (and there's no ThreeState method defined for that class)

'ctrl.Create<OptionImage>()' means you want to call "Create" method of ctrl to create OptionImage class instance with default (void) constructor. And that Create method returns reference to the freshly created control (OptionImage), so the last '.' indicates you want to do something with OptionImage.

Now there's perfectly legal to use "ThreeState" method on that one.

It's like many single lines put into one long.

I think this code would do the same (but I'm writing it just by hand, so maybe there will be some mistake)

```
OptionImage &option_instance = ctrl.Create<OptionImage>();  
option_instance.ThreeState();  
option_instance.SetImage(imgYes(), imgNo(), imgMaybe());
```

i.e. in first line you create your option object instance in memory (and add it to arractrl).

And on next lines you are customizing it's behaviour by calling it's methods.

The long line with many dots is a nice shortcut, which is using the fact that many methods returns the reference to "this" instance, allowing you to continue with another '.'.

And you insist you just barely know C++?

Mirek
