Subject: Re: NEW: generic Toupel grouper
Posted by kohait00 on Thu, 12 Aug 2010 14:58:51 GMT
View Forum Message <> Reply to Message

ofcorse..but imagine, you need to setup a new class each time you simply just want to group/pack some things together without further class implications / namespaces / accessscopes. i imagine this to be quite often the case. (Point_ is not quite the same but is a small example of grouping things)

but here comes another option, which is maybe better...donnow.

```
template<class T>
class O
{
public:
 typedef O<T> CLASSNAME;
 O(const T & _t) : t(_t) {}
 O() {}

 operator T & () { return t; }
 operator const T & () const { return t; }

 T t;
};

template<class T>
class O1 : public O<T> {};

template<class T1, class T2>
class O2 : public O<T1>, public O<T2> {};

template<class T1, class T2, class T3>
class O3 : public O<T1>, public O<T2>, public O<T3> {};

template<class T1, class T2, class T3, class T4>
class O4 : public O<T1>, public O<T2> , public O<T3> , public O<T4> {};
```

beeing able to access stuff like this, which is more clear

```
 O2<int, float> o2;

 o2.O<int>::t = 123;
 o2.O<float>::t = 23.10f;
```