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Subject: Re: Global variables in Upp  
Posted by [dolik.rce](#) on Sun, 12 Sep 2010 07:52:27 GMT  
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Hi Jerson,

There is a nice helper for this kind of situation in U++. The macro GLOBAL\_VAR (probably undocumented too ). It creates a function returning static variable, so in effect it can be used as global variable accessible wherever you declare the function and BLITZ-safe. The usage is simple, e.g.:GLOBAL\_VAR(int,gvar);

```
gvar() = 5; //setting
```

```
int b = gvar(); //getting
```

The price is typing the extra two parenthesis, but as global variables are not used very often, it should be not a big trouble.

Best regards,  
Honza

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