
Subject: GetProperty() / SetProperty() for Ctrl
Posted by [kohait00](#) on Wed, 17 Nov 2010 16:46:52 GMT
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hi guys

in my struggle with a 'scriptable' layout for OSC interfaces i came along the need / idea to make the controls more open to manipulation in terms of their properties (not the hardwired things like callbacks).

so one could imagine a uniform interface like

```
void Ctrl::SetProperty(const String& name, const Value& v);  
void Ctrl::GetProperty(const String& name, Value& v);
```

now this would enable / map things like

```
c.setProperty("background", Black);  
c.getProperty("background", v);  
  
c.setProperty("min", 123);  
c.getProperty("max", v);  
  
c.setProperty("xalign", "left");  
c.setProperty("xpos", 123);  
c.setProperty("yalign", "center");  
c.setProperty("ypos", 45);  
  
c.setProperty("pattern", "%g");  
c.setProperty("grid" ValueArray(Vector<int>() << 5 << 6));  
  
//would map to GetData / SetData directly i.e.  
c.setProperty("data", 345);  
c.getProperty("data", v);  
  
c.getProperty("count", v);  
  
c.setProperty("enable", true);  
c.getProperty("enable", v);  
  
c.setProperty("show", false);  
c.setProperty("title", "MyTitle");  
c.setProperty("tip", "GoHelp");  
  
//query all getable properties  
c.getProperty("rprops", v);  
//query all setable properties
```

```
c.GetProperty("wprops", v);
```

..
and many more..

this would ease things like a custom gui creation / live edit of controls..

this is just an idea, where std Ctrl could already map to a lot of things by itself.. and derived Ctrl's simply extending the 'dictionary' of properties and managing the properties..

i imagine to extend it on template base if not desired in upp, but having a uniform polymorphic interface already from Ctrl level would help a great deal in this.

i might provide an example implementation soon..
just wanted to know your opinion.

cheers
