
Subject: Re: SetProperty() / SetProperty() for Ctrl
Posted by [kohait00](#) on Thu, 18 Nov 2010 19:03:29 GMT
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sorry, the 'test' case was just veeeeery brief to be able to look at the 'api'.. it was just to show that the respective calls to SetData() has arrived successfully..

the api is very simple

```
bool SetProperty(Ctrl& c, const String& n, const Value& v);  
bool GetProperty(const Ctrl&, const String& n, Value& v);
```

both return false if no property with name n could be found for Ctrl& c. or if in case of SetProperty the Value v had incompatible type..

this is just a very bried first - shot idea, without need of manipulating Ctrl at all but still yielding full support to all top level Ctrl's. in this case it is an EditInt beeing passed as Ctrl&, and still can set Min and Max values...so this is a uniform api.

my point is to have a feedback on wheather stuff like that is of use or if there is a more intelligent way to export and access properties of controls in a uniform way other than the pure compile time c++ api, but also as runtime manipulation api..

cheers
