
Subject: Re: SetProperty() / SetProperty() for Ctrl
Posted by [kohait00](#) on Thu, 02 Dec 2010 10:18:00 GMT
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what would be the benefit in terms of organisation of the callback structures? you mean to automate the checking for even unregistered types? that would probably be an advantage, but then, i'd have to check for a whole bunch of types (performance) for each property. i couldnt use mapping anymore..

a help would be so kind of a

```
virtual String Ctrl::PropertyHook() const { return "Upp::Ctrl"; }
```

which i could use for querying maps..

then, derived controls, that dont extend property stuff would still be mapped easily (because their base specifies the hook correctly)..but this means extending the Ctrl API. but only this one single method..what do you think about it?

a EditInt i.e would, then, need to

```
virtual String EditInt::PropertyHook() const { return "Upp::EditInt"; }
```

to announce, that it wants own property entrance in the map

also, `String(typeid(CLASSNAME).name())` could be used..

then, a `#define` would do it to announce

```
#define HASPROPERTY \  
virtual String PropertyHook() const { return String(typeid(CLASSNAME).name()); }
```