
Subject: Re: SetProperty() / SetProperty() for Ctrl
Posted by [mirek](#) on Thu, 02 Dec 2010 10:22:21 GMT
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kohait00 wrote on Thu, 02 December 2010 05:18 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..but this means extending the Ctrl API..what do you thing 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 announc

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

Overengineering.

Mirek
