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Subject: Re: SetProperty() / SetProperty() for Ctrl  
Posted by [kohait00](#) on Thu, 02 Dec 2010 12:39:13 GMT  
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thanks, thats a hint...i'll think about it

EDIT: the property definition is not as much of a problem as to organize the 'jump in to search the property of an arbitrary ctrl'

how would you do the property handling so that the entrance point is not relaying on the type information..?

i mean the following:

```
//needs type information to go forward
//and access the corresponding properties table
template<class C>
void SetProp(C& c, const String& name, const Value& v);

////

//typeless, will search for type table of properties and
//there for the convenient property
void SetProp(Ctrl& c, const String& name, const Value& v);
```

this is basicly the question..

also, it may have get only properties, and set only properties

but i see your point to simplify it and handle everything in one function, to register only one function...

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