
Subject: Re: Init a ctrl inside INITBLOCK

Posted by [dolik.rce](#) on Thu, 12 Jan 2012 17:23:42 GMT

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Just for the sake of completeness, here is another solution, based on templates:

```
template<class T>
inline Ctrl& Create() {
    return Single<T>();
};

typedef Ctrl& (*CreateFunc)();
GLOBAL_VAR(Vector<CreateFunc>,sRegisteredObjects);

template<class T>
void Register(){
    sRegisteredObjects().Add(Create<T>);
};

GUI_APP_MAIN{
    App a;
    for(int i=0;i<sRegisteredObjects().GetCount();i++){
        Ctrl& c = sRegisteredObjects()[i]();
        //do something with it...
    }
    a.Run();
};

INITBLOCK{
    Register<Button>();
    Register<EditString>();
};
```

It is not as simple as yours, but it is less demanding on the registered objects. Also, I'm pretty sure there is many other ways to do this

Honza
