
Subject: Re: "Suicide Buttons Array" or how to re-index callbacks or...?

Posted by [mirek](#) on Tue, 30 May 2006 21:42:01 GMT

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fudadmin wrote on Mon, 29 May 2006 14:01P.S. Or what could be a more effective way than:

```
void ReIndex(){
    for(int i=0;i<butts.GetCount();i++){
        butts[i].SetLabel(AsString(i));
        butts[i].WhenAction=callback1(this,Suicide,i);
    }
}
```

.S. Or what could be a more effective way than:

<CODE]

```
void ReIndex(){
    for(int i=0;i<butts.GetCount();i++){
        butts[i].SetLabel(AsString(i));
        butts[i].WhenAction=callback1(this,Suicide,i);
    }
}
```

</CODE

every time after removing?

Or maybe to mark them as dead and then to filter actions everywhere else?

Are there any better ways?

Well, I believe this is not very callback-specific... it is simply the problem of unique identification of item in the array...

Solution depends on what you exactly want to achieve. What you propose is not that bad solution - if you NEED index, I see (at the moment) no other algorithmic way.

Alternative solution would have to introduce another form of unique id per button - e.g. you could post pointer to button instead of index, or you could use UUID and Index....

Mirek
