
Subject: Re: Class method called by keyboard hook callback has an empty "this" pointer

Posted by [dolik.rce](#) on Sun, 23 Sep 2012 18:27:58 GMT

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You're welcome. In U++ it is fairly common to use a static variable in global function instead of global variables to prevent all kinds of troubles that global variables cause.

In your case, you can do something like

```
KeyBuddy2* MainWindow() {
    static KeyBuddy2* ptr;
    return ptr;
}
...
KeyBuddy2::KeyBuddy2()
{
    MainWindow()=this;
    CtrlLayout(*this, "Window title");
    SetHook();
}
...
MainWindow()->ProcessKbdEvent(...)
```

There is even a macro for this: GLOBAL_VAR(type, name), for those that are too lazy to write (Such as me)

Honza
