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

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