Subject: Re: true dynamic dispatching with Upp?
Posted by kohait00 on Thu, 18 Oct 2012 21:23:01 GMT
View Forum Message <> Reply to Message

that's a nice idea..

in fact as far as i can see, there are only 2 options here. either using dynamic_cast, as it's a true dynamic dispatch, or store somehow the editor context with the Element, probably within a Helper wrapper. C++ is strong typed, this hits me now

thanks for helping..

EDIT: i remember to have seen sth nice in Xmlize dispatching there a templated Invoke callback is used, which hides away the storage of the type and it's concrete method... this is something similar in fact