Subject: Re: Witz and map variable
Posted by dolik.rce on Thu, 29 Nov 2012 06:03:25 GMT

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Zbych wrote on Wed, 28 November 2012 19:50Thank you Honza for clarification. I guess that creation of variables in witz should be added to the next wish list
Well, it is kind of a philosophic question... I think that at the moment you put custom variables to templates, te designer might as well request more and more "reasonable" features to work with them and you end up with half the codebase located in templates Which is of course less effective, than having it in pure C++.

If there is a need for something like this, it should be IMHO handled through a function and only used in some special cases, not as a general rule.

Honza