## Subject: Re: ArrayCtrl cell color
Posted by hojtsy on Tue, 27 Jun 2006 20:06:41 GMT

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forlano wrote on Tue, 27 June 2006 14:13
1) This line is very important:
  array.AddColumn("value").SetDisplay(Single<NumbersOnRed>());

Now, SetDisplay is the method with arguments:
SetDisplay(int i&cedil; int j&cedil; const Display& d)
Instead I see "Single<NumbersOnRed>()" that does the job... but HOW? What is it?

A different SetDisplay is called there. This one:

ArrayCtrl::Column& ArrayCtrl::Column::SetDisplay(const Display& d);

The reason for that is that AddColumn does not return a reference to the array, but to the newly added column. You are setting the Display object for the newly added column, and not the whole array.
So this trick is not done by the Single template method. What it does instead is that it returns a reference to an internally stored "singleton" instance of a given type. Search for "singleton pattern" on google for more info about singletons.

forlano wrote on Tue, 27 June 2006 14:13
2) The last stupid question. Is "q" the cell value? Where it has been defined?
The "q" is the cell value, it is defined as a function parameter to the PaintBackground, and Paint methods of Display. The name of the parameter is freely choosen, I put q, because Paint method had it originally this way. The type of q is Value, which is the magical joker type in U++, able to store values of practically any other type. This way the fields of the ArrayCtrl could be Strings, ints, doubles, or even instances of some complex class type.

And: there are no stupid questions.