
Subject: Re: Wy StyleNormal().Write() is global?
Posted by [mirek](#) on Thu, 12 Sep 2013 18:10:40 GMT
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iST1 wrote on Sat, 07 September 2013 14:33It got: variable "Button::Style s;" must be defined in global space, for example, as a class variable!

Well, it can be instance variable (e.g. of class derived from Button) as well. It just has to exist all the time while it is assigned to Button...

Mirek
