
Subject: Re: Control syntax (ArrayCtrl, Button), & references

Posted by [Klugier](#) on Sat, 21 Feb 2015 16:56:13 GMT

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Hello Edward,

When you derived from layout or you declare variable in your class you don't need to use operator ".". This construction is strange. Where have you declared variable "SimpleDemo"?

So,

```
SimpleDemo::SimpleDemo()
{
    CtrlLayout(*this, "Window title");
    Sizeable().Zoomable();
    SimpleDemo.arrLIST.AddColumn("Item"); // <- Illegal construction in c++. Write
    "arrLIST.AddColumn("Item");" insted.
    SimpleDemo.arrLIST.Removing(); // <- Do the same
    SimpleDemo.btnAdd <=< THISBACK(AddItem); // <- Do the same
}
```

If you want to explicitly refer to the derived class variables you can do something like this (But this construction is rare used):

```
WithSimplyDemoLayout::arrLIST.doSomething();
// In this case this is equals to:
arrLIST.doSomething();
```

To get current class element you can use "*this" syntax (rare used in c++).

```
this->myInt = 5;
```

Sincerely,
Klugier