
Subject: Use function pointer

Posted by [deep](#) on Tue, 06 Jun 2017 10:52:31 GMT

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Hi,

Actually this is not Scatter package issue.

I want to use Function pointer (Class pointer) to access internal variables from ScatterCtrlDemo.

From file tab14_userequations.cpp

```
ScatterDemo *ConstructUserEquation()
```

```
{  
    static TabUserEquation tab_ue;  
    return &tab_ue;  
}
```

```
INITBLOCK {
```

```
    RegisterExample("User equation", ConstructUserEquation, __FILE__);  
}
```

From file main.cpp

```
struct Example {  
    ScatterDemo* (*ctrl)();  
    String name;  
    int index;  
};
```

```
Array<Example>& Examples()
```

```
{  
    static Array<Example> x;  
    return x;  
}
```

```
void RegisterExample(const char *name, ScatterDemo* (*ctrl)(), String fileName)
```

```
{  
    Example& x = Examples().Add();  
    x.name = name;  
    x.ctrl = ctrl;  
    x.index = ScanInt(GetFileName(fileName).Mid(3, 2));  
}
```

Now with RegisterExample static TabUserEquation tab_ue gets added to Examples Array as Type ScatterDemo.

I want to use tab_ue in other part of code.

How to declare it so that it will be part of Examples Array and available independently.
