Subject: Re: Array problems
Posted by rafiwui on Wed, 09 Aug 2017 11:55:42 GMT

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Quote:Answer to question 2 (your first question is closely related to your second question):
I thought so.

Quote:
Did you try:

Array<WithTestLayout<ParentCtrl> > layouts;
auto& testLayout = layouts.Add(); // <-- Creates the ParentCtrl with the given layout as its element.

This would be a solution for an array full of a specific layout, but I want an array where I can put different layouts and call them depending on some other things. And with this approach all the elements in the array are of type Array<WithTestLayout<ParentCtrl>>.