Subject: CtrlMapper
Posted by mirek on Mon, 08 Jul 2019 08:40:24 GMT
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Sometimes CtrlRetriver is not flexible enough. For such cases I have now introduced really primitive helper class CtrlMapper, which is sort of similar, buth does the value transfer immediately. Demonstrated in reference/CtrlMapper

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <CtrlMapper/CtrlMapper.lay>
#include <CtrlCore/lay.h>

struct MyStruct {
 String text;
 bool   option;
};

struct MyDlg : WithMyDlgLayout<TopWindow> {
 typedef MyDlg CLASSNAME;

 void Map(CtrlMapper& m, MyStruct& s);

 MyDlg();
};

MyDlg::MyDlg()
{
 CtrlLayoutOK(*this, "My Dialog");
}

void MyDlg::Map(CtrlMapper& m, MyStruct& s)
{
 m
  (text, s.text)
  (option, s.option)
 ;
}

GUI_APP_MAIN
{
 MyStruct data;
 data.text = "Some text";
 data.option = true;
```

```
 MyDlg dlg;
 dlg.Map(CtrlMapper().ToCtrls(), data);
 if(dlg.Run() == IDOK)
  dlg.Map(CtrlMapper().ToValues(), data);

 PromptOK(String() << "text: [* \1" << data.text << "\1]&"
                   << "option: [* " << data.option);
}
```