
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);
}
```
