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.

Subject: Re: Use function pointer
Posted by koldo on Wed, 07 Jun 2017 07:16:54 GMT
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Dear Deepak

Actually you can handle static TabUserEquation tab_ue from any part of the code through Examples().

With Examples()[i].name you get the name of the demo to be sure is that index "i" is the one that you want, and with Examples()[i].ctrl() you have access to tab_ue.

Subject: Re: Use function pointer
Posted by deep on Wed, 07 Jun 2017 08:23:06 GMT
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Dear Koldo,

Thanks for your answer.

Considering same example there is EditString "equation" on the layout.

I want to know how to access it.

Examples()[i].ctrl() gives me access to elements of struct "Example" only.

Subject: Re: Use function pointer
Posted by koldo on Tue, 13 Jun 2017 10:50:15 GMT
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Hello Deep

Probably I would prefer to save a reference to the tab and using it directly.

However you can use this everywhere:

```
for (int i = 0; i < Examples().GetCount(); ++i) {
 if (Examples()[i].name == "User equation") {
  TabUserEquation &tab = dynamic_cast<TabUserEquation&>(*Examples()[i].ctrl());
  EditString &equation = tab.equation;
  equation.SetText("HELLO WORLD!");
 }
```

```
}
```

Subject: Re: Use function pointer [SOLVED]
Posted by deep on Tue, 13 Jun 2017 11:22:39 GMT
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Hello Koldo,

Thank you.

I checked it in my code. It is working as expected.