Subject: Bar::Item - adding 'Get' function(s)?
Posted by luoganda on Sun, 10 Dec 2017 16:29:55 GMT
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adding this in some way?
else desired info has to be passed in some way(duplicated)

Subject: Re: Bar::Item - adding 'Get' function(s)?
Posted by mirek on Wed, 31 Jan 2018 18:35:56 GMT
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I just cannot imagin what sort of info you want to fetch from it?

Subject: Re: Bar::Item - adding 'Get' function(s)?
Posted by luoganda on Sat, 03 Feb 2018 13:46:16 GMT
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this is more or less to get info for custom usage, bypassing Help,Tip etc,
not that it can't be done, but it's not straightforward,
data(f.e. text)hasToBeDuplicated if custom info is desired.

What sort of info?
all of it would be neat - but for example 'text':
there is a Bar::Item,
then forExample there is ToolButton::text which is set by the Bar::Item overridenFuncs
ToolButton::text is protected, it could be accessed with subclassing,
but then again in ToolBar it's defined as Array<ToolButton> item;, so it can't be accessed with subclassing anyway
It's similar for Menu bars.

...ahh, there is one thing i overlooked for possible solution,
subclassing Bar::Item itself and using that wherever possible - but then again - data duplication would probably be needed, but at least similar data - when access to it(if desired) - would be in same place