
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);
}
```
