Subject: storing my struct in a Value
Posted by hojtsy on Fri, 03 Feb 2006 09:13:50 GMT
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How do I pass this struct inside a Value? Are there some preprocessor macros or inheritance needed for a type to storable inside a Value? How do I "cast" a Value back to my type?struct MyType
{
  String s;
  Color bg, fg;
};I am trying to use this type as the cell data in ArrayCtrl.

Subject: Re: storing my struct in a Value
Posted by mirek on Fri, 03 Feb 2006 09:21:05 GMT
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Value v = RawToValue(x);

const MyType& y = ValueTo<MyType>(v);

- requires MyType to have full-copy (you can assign types with pick using RawPickToValue)

- there are two levels of Value compliance - raw types just get stored and retrieved, while "rich" value types support other operations - test for Null, equality comparison (including casts to similar types like Date<->Time, int<->double), serialization and casts to similar types.

- you can also make your type more compatible by adding operator Value and constructor from Value

Subject: Re: storing my struct in a Value
Posted by mirek on Fri, 03 Feb 2006 09:22:44 GMT
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...see reference/Value....

Subject: Re: storing my struct in a Value
Posted by hojtsy on Fri, 03 Feb 2006 09:44:55 GMT
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How could I ensure that the number I put to AssignValueTypeNo is unique? The numbers used by the library seems just random (9, 34, 39, 40, 50, 70, 150). Is there a range reserved for the library for future use?

Subject: Re: storing my struct in a Value
Posted by mirek on Fri, 03 Feb 2006 10:00:24 GMT
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Ahh, I see you are several steps further now:)

In debug mode, RichValue::Register() checks whether the value is unique.

We have not set any official ranges yet... But all current assignments for the library itself are say < 256. Make yours >65536 and everything will be ok.

Mirek