
Subject: IdCtrls

Posted by [mirek](#) on Sat, 06 Oct 2007 21:38:40 GMT

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A new very small utility class, modeled after SqlCtrls:

[code]

```
class IdCtrls {
    struct Item {
        Id id;
        Ctrl *ctrl;
    };
    Array<Item> item;

public:
    void Add(Id id, Ctrl& ctrl);
    IdCtrls& operator()(Id id, Ctrl& ctrl) { Add(id, ctrl); return *this; }
    int GetCount() const { return item.GetCount(); }
    Ctrl& operator[](int i) { return *item[i].ctrl; }
    const Ctrl& operator[](int i) const { return *item[i].ctrl; }
    Id operator()(int i) const { return item[i].id; }
};
```

```
void Set(ArrayCtrl& array, int ii, IdCtrls& m);
```

```
void Get(ArrayCtrl& array, int ii, IdCtrls& m);
```

[/quote]

Basically, just an array of Id-Ctrl* pairs. Useful e.g. to edit the line of ArrayCtrl using dialog.
