
Subject: How to add global var to Esc from cpp-files?
Posted by [Sc0rch](#) on Sat, 27 Feb 2010 19:30:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello all.

How to add global var to Esc from cpp-files? Is there opportunity/functions to do this?

Thank you!
Anton.

Subject: Re: How to add global var to Esc from cpp-files?
Posted by [dolik.rce](#) on Sat, 27 Feb 2010 22:09:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sc0rch wrote on Sat, 27 February 2010 20:30Hello all.
How to add global var to Esc from cpp-files? Is there opportunity/functions to do this?

Thank you!
Anton.

Hi Anton,

I'm not sure if it is possible directly. I tried some time ago and did not succeed. But I can show you a workaround that I used. The trick was a function to set the variable before anything else executes.

```
ArrayMap<String, EscValue> global;  
Vector<EscValue> args;  
Scan(global, "SetX(){:X=yourvalue;}");  
p=global.Find("SetX");  
if(p>=0) Execute(global, NULL, global[p],args);  
//the rest of your code  
Regards,  
Honza
```

PS: I haven't tested the code, just extracted it from my older project... Hope it works.

Subject: Re: How to add global var to Esc from cpp-files?
Posted by [Sc0rch](#) on Sat, 27 Feb 2010 23:04:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

dolik.rce wrote on Sun, 28 February 2010 04:09

PS: I haven't tested the code, just extracted it from my older project... Hope it works.
Hello, Honza!

It works. I've created a function for it:

```
bool SetGlobalVar(ArrayMap<String, EscValue>& global, const String& var,
const String& param, const String& value)
{
    Vector<EscValue> args;
    try {
        Scan(global, "SetGlobalVar(){" + var + (param.IsEmpty() ? "" : "[\"") + param
            + (param.IsEmpty() ? "" : "\"]") + "=" + value + ";}");

        Execute(global, NULL, global.Get("SetGlobalVar"), args);
        global.Remove(global.Find("SetGlobalVar"));
    }
    catch(CParser::Error e)
    {
        LOG("ERROR: " + e);
        return false;
    }

    return true;
}
```

Thanks for support!
Anton.
