
Subject: Field for misc. control information?

Posted by [Mircode](#) on Wed, 03 Oct 2012 20:57:34 GMT

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Hi there!

I would like to know if there is a field for userspecific information about a control.

In my case: I want to have a button with a certain default style. Then this button gets highlighted, using another style. Afterwards I want it to have its normal style again. So before I change the style, I want to store a pointer to the standard style somewhere in the button, like:

```
But.UserData=&normalStyle;
```

or

```
But.Misc=&normalStyle;
```

Is there a field reserved for arbitrary purposes like this?

Greetings!

Subject: Re: Field for misc. control information?

Posted by [dolik.rce](#) on Thu, 04 Oct 2012 05:30:17 GMT

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Hi Mirko

Mircode wrote on Wed, 03 October 2012 22:57But.UserData=&normalStyle;

or

```
But.Misc=&normalStyle;
```

Is there a field reserved for arbitrary purposes like this?

Greetings!

Short answer: No, U++ is not a low level plain C library

Longer answer: It can, U++ is highly customizable, so it is very easy to add any fields by inheriting. In your case, you can do something like:

```
class MyButton: public Button {  
public:
```

```
    void * userData;  
    MyButton() {}  
    ~MyButton() {}  
}
```

However, since you already have the power to add anything, I would highly recommend to avoid the generic solution and use a proper naming and specific fields/methods

Best regards,
Honza
