
Subject: IDLitComponent - Introspection

Posted by [Robert Barnett](#) on Wed, 11 May 2005 03:40:36 GMT

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Hi,

I've been trying to write my own classes which incorporate IDLitComponent and widget_propertySheet. This allows the user to tinker with object properties via a GUI,

I'm very confused by IDLitComponent::GetPropertyByIdentifier. The method allows you to do a "ClassName::GetProperty, Name=Value", however "Name" is only known at runtime.

For example

```
obj -> GetPropertyByIdentifier("BoringProperty", empty_variable)
```

somehow triggers

```
obj -> GetProperty, BORINGPROPERTY=empty_variable
```

This is something that I would very much like to do with my own classes without having to inherit IDLitComponent.

To be more precise, does anyone know how IDLitComponent::GetPropertyByIdentifier tricks the arg_present() function into thinking that a keyword needs to be set?

P.S. I'm assuming that my class doesn't necessarily implement the ALL keyword and also assuming that I don't use the EXECUTE function.

Cheers,
Robbie

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