
Subject: Creating classes for Esc and using in Esc.
Posted by [jeremy_c](#) on Fri, 06 Aug 2010 16:41:43 GMT
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I have the following code for Esc. It's obviously for learning purposes. Once I get this figured out I'll move on to more complex classes.

```
struct SlescPerson : public EscHandle
{
    String mName;

    void GetName(EscEscape& e)
    {
        Exclamation("Getting Name");
        e = mName;
    }

    void SetName(EscEscape& e)
    {
        Exclamation("Setting Name");
        mName = e[0];
    }

    typedef SlescPerson CLASSNAME;

    SlescPerson(EscValue& v)
    {
        Exclamation("Constructing Person");
        v.Escape("GetName()", this, THISBACK(GetName));
        v.Escape("SetName(value)", this, THISBACK(SetName));
    }
};
```

Then, I have this in my application to run it:

```
ArrayMap<String, EscValue> global;

StdLib(global);
Escape(global, "Exclamation(value)", SLESC_Exclamation);
Escape(global, "Person()", SLESC_Person);

Evaluate("p = Person(); p.SetName(\"John\"); Exclamation(p.GetName());", global);
```

I get the initial exclamation "Constructing Person" but after that I get nothing.

Can someone point me to what I'm doing wrong?

Thanks,

Jeremy

Subject: Re: Creating classes for Esc and using in Esc.

Posted by [jeremy_c](#) on Fri, 06 Aug 2010 18:06:57 GMT

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Never mind, I figured it out. I can only use Evaluate to eval the first statement it seems?

```
Scan(global,  
  "main() {\n"  
  "  p = Person();\n"  
  "  p.SetName(\"John\");\n"  
  "  Exclamation(p.GetName());\n"  
  "}");  
Upp::Execute(global, "main");
```

caused my "Person" example to work.

Jeremy
