

CH11\_002

ANSWER

# REGISTERING AND EXPOSING

## 1 mySimObject2

### Finished Code:

```
mySimObject2::mySimObject2()
{
    // Initialize those variables!!!
    mTestF32 = 0.0f;

    mTestF32Array[0] = mTestF32Array[1] = mTestF32Array[2] = \
    mTestF32Array[3] = mTestF32Array[4] = mTestF32Array[5] = 0.0f;

    mTestColorI.set( 128 , 200 , 200 );

    mTestBool          = true;

    mTestU32            = 200;
}

void mySimObject2::initPersistFields()
{
    Parent::initPersistFields();

    addField("testF32", TypeF32, Offset( mTestF32, mySimObject2),
            "An F32 value");

    addField("testF32Array", TypeF32, Offset( mTestF32Array, mySimObject2),
            6, NULL, "An F32 array");

    addField("testColorI", TypeColorI, Offset( mTestColorI, mySimObject2),
            "A ColorI class");
}
```

## REGISTERING AND EXPOSING

```
addField("testBool", TypeBool, Offset( mTestBool, mySimObject2),
        "A boolean value");

addField("testU32", TypeS32, Offset( mTestU32, mySimObject2),
        "A U32 value, exposed as an S32 (trick).");
}
```

### Answers:

1. Two, the constructor and `initPersistFields()`.