

## BornAgain - Refactoring #1472

### Introduce additional template parameter for IFactory to be able to use QString as a key

20 Jun 2016 14:05 - pospelov

<b>Status:</b>	Archived	<b>Start date:</b>	20 Jun 2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	herck	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 31		

#### Description

I need IFactory to accept QString as key, to be able to write in GUI  
resiterItem(QString("Color Map"), &createInstance<ColorMapWidget>)

or similar way using std::function for item creation.

and then use it

```
QWidget *createItem(QString("Color Map");
```

Suggestion is also to get rid from methods setOwnObject(true)

#### History

##### #1 - 20 Jun 2016 14:06 - herck

- Assignee set to herck

##### #2 - 20 Jun 2016 15:13 - herck

- Status changed from Sprint to Resolved

IFactory can now be customized by key-type and no longer needs build function templates that explicitly return base pointers, because the underlying std::function is return type covariant

##### #3 - 04 Jul 2016 11:23 - herck

- Status changed from Resolved to Archived