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Subject: WhenSelected callback to DropList  
Posted by [Sc0rch](#) on Sat, 24 Apr 2010 07:42:55 GMT  
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Hello all!

I think, it will be good idea to add WhenSelected-callback to DropList.

My variant:  
DropChoise.h

```
class DropList ...  
...  
Callback WhenSelected;  
...
```

DropList.cpp

```
void DropList::Select() {  
    int c = list.GetCursor();  
    if(c >= 0)  
        value = key[c];  
    if(dropfocus)  
        SetFocus();  
    Sync();  
    UpdateAction();  
    WhenSelected.Execute();  
}
```

Best regards,  
Anton

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