
Subject: Re: overwritten virtual void LeftDown - how to invoke WhenAction?

Posted by [dolik.rce](#) on Wed, 27 Jun 2012 18:52:08 GMT

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Hi Wolfgang

Wolfgang wrote on Wed, 27 June 2012 20:20EDIT: Is it that easy, just call this->WhenAction(); at the bottom of the LeftDown method?

Yes, it is that easy with U++ You don't even have to write the "this->". WhenAction is just a Callback - a stored reference to function. You can call it just like the original function. In case no function has been assigned to the callback, it will simply do nothing.

Best regards,
Honza
