
Subject: DropDownList with "quick trigger option": best way to implement?

Posted by [Werner](#) on Thu, 24 Aug 2006 20:16:01 GMT

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I want a DropDownList which triggers an external action not only when the widget view is clicked (OnClick) but already when a DropDownList item is selected (list.WhenSelect).

It is quite easy to achieve this by deriving MyDropDownList from DropDownList and overriding Select().

But I don't like this solution. It appears too complicated. Above all good C++ policy forbids to override non-virtual base class functions and Select() is a non-virtual function.

Is there a simpler or at least "cleaner" solution?

Werner

Subject: Re: DropDownList with "quick trigger option": best way to implement?

Posted by [mirek](#) on Thu, 24 Aug 2006 22:21:29 GMT

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I am not completely sure I understand.

Do you need callback to be invoked when you are going through the pop-upped list?

Mirek

Subject: Re: DropDownList with "quick trigger option": best way to implement?

Posted by [Werner](#) on Fri, 25 Aug 2006 04:53:45 GMT

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luzr wrote on Fri, 25 August 2006 00:21 am not completely sure I understand.

Do you need callback to be invoked when you are going through the pop-upped list?

Mirek

Not exactly. I want to perform an action as soon as a new item is selected.

For instance think of the "reference / Display" example and imagine the DropDownList to be near a control in which you can read a text (= target). As soon as an item in the pop-upped list is clicked, the target font should change accordingly. (Normal behavior is that clicking one item of the list just changes the DropDownList control itself so that another click is needed to change the appearance of the text. Basically I just want to avoid one click .)

Werner

Subject: Re: DropList with "quick trigger option": best way to implement?

Posted by [mirek](#) on Fri, 25 Aug 2006 07:40:20 GMT

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That is default WhenAction.

WhenAction, the basic Callback defined in Ctrl, is called by most (not all) widgets each time when user (!) changes the status of widget. Usually, with the exception of Button, "changes the status of widget" means that the Value of widget has changed.

Just use <<= to assign the callback.

Mirek

Subject: Re: DropList with "quick trigger option": best way to implement?

Posted by [Werner](#) on Fri, 25 Aug 2006 15:07:42 GMT

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luzr wrote on Fri, 25 August 2006 09:40That is default WhenAction.

WhenAction, the basic Callback defined in Ctrl, is called by most (not all) widgets each time when user (!) changes the status of widget. Usually, with the exception of Button, "changes the status of widget" means that the Value of widget has changed.

Just use <<= to assign the callback.

Mirek

Thank you very much!

I knew that there was a very simple solution.

May I respectfully suggest to transform this reply into a piece of (easy to find) documentation? Or have I missed the corresponding topic?

Werner

Subject: Re: DropList with "quick trigger option": best way to implement?

Posted by [mirek](#) on Sun, 27 Aug 2006 18:01:05 GMT

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[http://upp.sourceforge.net/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.htm](http://upp.sourceforge.net/srcdoc$CtrlLib$Tutorial$en-us.htm) I

ch 13

or Ctrl documentation.

Mirek

Subject: Re: DropList with "quick trigger option": best way to implement?

Posted by [Werner](#) on Sun, 27 Aug 2006 18:45:21 GMT

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luzr wrote on Sun, 27 August 2006 20:01

[http://upp.sourceforge.net/srcdoc\\$CtrlLib\\$Tutorial\\$en-us.htm](http://upp.sourceforge.net/srcdoc$CtrlLib$Tutorial$en-us.htm) I

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or Ctrl documentation.

Mirek

I plead guilty.

Werner

Subject: Re: DropList with "quick trigger option": best way to implement?

Posted by [mirek](#) on Sun, 27 Aug 2006 20:56:21 GMT

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Do not. Tutorial is quite new thing.

I guess it would still have sense to make another short summary of basic U++ techniques / features. Posts like yours help me to identify areas...

Mirek

Subject: Re: DropList with "quick trigger option": best way to implement?

Posted by [Werner](#) on Mon, 28 Aug 2006 19:57:40 GMT

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luzr wrote on Sun, 27 August 2006 22:56...

I guess it would still have sense to make another short summary of basic U++ techniques / features. Posts like yours help me to identify areas...

Mirek

I would appreciate a short outline telling me what Ultimate++ does when it is notified of an event by the OS .

And I would appreciate documentation where functions and defines are in alphabetical order .

Werner

Subject: Re: DropList with "quick trigger option": best way to implement?

Posted by [mirek](#) on Mon, 28 Aug 2006 21:27:29 GMT

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Quote:

I would appreciate a short outline telling me what Ultimate++ does when it is notified of an event by the OS

Calls virtual method of Ctrl...

Quote:

And I would appreciate documentation where functions and defines are in alphabetical order .

Is not full-text search better?

I even plan to connect it to some hotkey (like you press e.g. Alt+F1 on "RectTracker" and TheIDE shows all topics with "RectTracker" contained).

Mirek

Subject: Re: DropList with "quick trigger option": best way to implement?

Posted by [Werner](#) on Tue, 29 Aug 2006 19:24:15 GMT

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Quote:Quote:And I would appreciate documentation where functions and defines are in alphabetical order .

Is not full-text search better?

I even plan to connect it to some hotkey (like you press e.g. Alt+F1 on "RectTracker" and TheIDE shows all topics with "RectTracker" contained).

Mirek

Not with me:

1.

I don't believe in the paperless office. In many cases simple paper is the handiest.

2.

Full text search would be great - if it worked ...

Take for example "WhenAction":

a) I click on "Help Topics".

b) The tree opens up and shows among other things "Ctrl".

c) I start scrolling and looking for "WhenAction".

d) I'm still scrolling and looking .

e) Same as d)

f) I fail to see it .

Or - one of my favorite questions - am I doing it wrong?

Werner
