
Subject: OptionTree loses check state when add Callback for the option.

Posted by [akebee](#) on Fri, 19 Oct 2012 13:18:46 GMT

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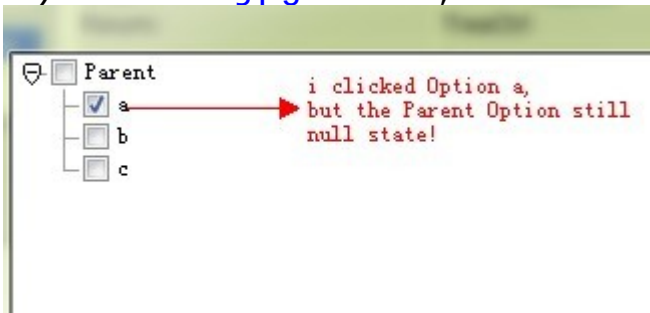
```
Add(horz.Horz().SizePos());  
optree.SetRoot("Parent");
```

```
optree.Add(0,x[0],"a");  
optree.Add(0,x[1],"b");  
optree.Add(0,x[2],"c");  
optree.Open(0);
```

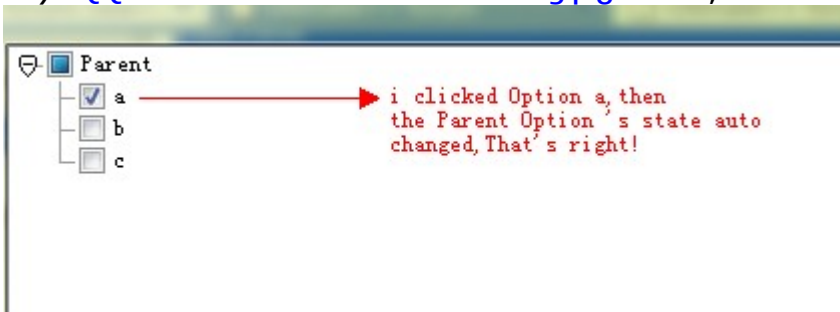
//if i add below Callback function,the ParentOption`s checkstate //will lose
x[0] <=<= THISBACK(OnOption1);

File Attachments

1) [I`ÄÜÂ. jpg](#) , downloaded 910 times



2) [QQ½0Í¼20121019211515. jpg](#) , downloaded 947 times



Subject: Re: OptionTree loses check state when add Callback for the option.

Posted by [mirek](#) on Sun, 04 Nov 2012 08:12:22 GMT

It is because the WhenAction of Option is used by OptionTree to do the work. So if you replace it with your own callback, nothing happens.

Use operator<< to add callback instead of replacing it:

```
x[0] << THISBACK(OnOption1);
```

Mirek
