
Subject: Re: What is best way to obtain button info via callback?

Posted by [jlfranks](#) on Tue, 15 Jan 2008 19:36:30 GMT

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Just found this documented on the Upp Overview page and is pretty much all I need:

```
void MyDlg::SetEditorValue(int x)
```

```
{  
    editor <=< x;  
}
```

```
MyDlg::MyDlg()
```

```
{  
    button1 <=< THISBACK1(SetEditorValue, 1);  
    button2 <=< THISBACK1(SetEditorValue, 2);
```

Sorry for the wasted bandwidth.

--jlf
