
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.

--jl
