Subject: Setting a Gate argument.
Posted by captainc on Tue, 08 Apr 2008 20:29:48 GMT
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I want to do something like the code example for callbacks:

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

which uses a callback with a set value 1 at callback creation
I would like to do this with gates, so as to get the boolean return value.

Ideally, I want to set a Gate that uses a function that takes 2 variables. The first variable, I want set right away when creating the Gate, and the second will be called dynamically.

Is this possible? How can I do this?