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Subject: callbacks and objects

Posted by [sapiency](#) on Wed, 05 Nov 2008 22:06:21 GMT

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Hi,

I want to use one callback for multiple elements. Is it possible to use the element in the callback?

example:

```
class TEST
{
...
public:
typedef TEST CLASSNAME;

TEST();

void OnChange();

EditString s1;
EditString s2;
...
};

TEST::TEST()
{
Add(s1);
Add(s2);
s1.WhenAction = THISBACK(OnChange);
s2.WhenAction = THISBACK(OnChange);
...
}

TEST::OnChange()
{
OUTPUT(sx.GetData());
}
```

If I use THISBACK1 I got the message that the Upp::Ctrl& is private. If I use sn in the Callback, it works, but then I need one callback for each field ...

second:

I look for catching key events from special keys (return, Fn, ...). How can I catch them?

regards reinhard

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