
Subject: Re: Where to add event function in the ide
Posted by [mirek](#) on Fri, 22 May 2009 08:26:22 GMT
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samsam598 wrote on Thu, 21 May 2009 21:22 Thanks so much for your help. I mean, for example, when one clicks a button named btnOK, something happens:

```
void btnOK_Click()
{
    PromptOK("Button btnOK is clicked.");
}
```

In the ide, when I create a form with a button, I can not find out where to add the above code.

ALT+T or Assist(ALT+C) all tried but it does not help.

Regards,
Sam

I see.

First of all, do you already have dialog class?

[http://www.ultimatepp.org/reference\\$Layout.html](http://www.ultimatepp.org/reference$Layout.html)

(beware, above example shows how to create your dialog class, not your case).

Anyway, as long as you have such class, simply put

```
myOKbutton = callback(btnOK_Click);
```

into constructor.

Note that in 99.99% cases, you will rather want to call a method of dialog, not global level function. That is what Alt+T is designed for. Also, as soon as you type THISBACK(, Assist++ will offer a list of methods...

Another relevant example:

[http://www.ultimatepp.org/examples\\$Button.html](http://www.ultimatepp.org/examples$Button.html)

Just in this case, no layout is used. Anyway, using designed layout has very similar effect to adding "button" member variable and "Add(button.VCenterPos(20).HCenterPos(200));"...

Mirek
