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Subject: Re: Where to add event function in theide  
Posted by [cbpporter](#) on Fri, 22 May 2009 13:29:11 GMT  
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By using the Layout editor you create just a template, a recipe if you will, for creating a window or a widget that will have that layout and those fields. It is a definition, speaking in C terms. You need a declaration.

appending "With" to the name of the template:  
class testWindows: WithTestLayout<TopWindow>

Now you have a class with that layout and it will contain your "btnOK". Yet you can search in the

In one of your methods from the class, usually the constructor, you can say:  
btnOK=callback(btnOKClick);

Or if you want to use a less OOP approach, you can do:

WithTestLayout<StaticRect> b;  
b.btnOk=callback...

Notice this time I used StaticRect. You can apply the layout to anything you want, including Buttons, EditFields and every existing widget, including your own if you have written any custom widgets.

PS: Don't forget to call CtrlLayout. Without it you layout will appear null.

them.

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