
Subject: Re: Problem with TopWindow and Widgets using Layout editor

Posted by [mrjt](#) on Wed, 18 Nov 2009 16:01:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, there are more problems than that.

- Callback assignment must be in a function
- Callback assignment should use the <=< operator
- Use RejectBreak so that the window is restored to it's previous state.

```
// gameSettings
struct gameSettings : WithSettingsWindow<TopWindow>
{
    typedef gameSettings CLASSNAME;

    void Exit() {
        if (PromptOKCancel("Cancel changes to settings?"))
            { RejectBreak(IDCANCEL); }
    }

    gameSettings()
    {
        CtrlLayout(*this, "Game Settings");

        CANCELBUTTON <=<= THISBACK(Exit);
    }
};
```

And while naming conventions are generally a matter of style I would strongly advise against using all uppercase for variable names. It will conflict with macros and make your code more difficult to read.

Keep at it, and feel free to ask more questions
