Subject: Re: Toolbuttons
Posted by alendar on Sun, 07 Feb 2010 03:50:16 GMT
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Ok, finally got it to work. I'm a bad typist. The main thing is if you use the example in the help file, you won't have an object to reference, or you will, but you'll have to pull it off the vector and I don't know if it is exposed.

I find it easier to create the ToolButton explicitly, set its attributes and add it to the ToolBar, like this:

1) Create the toolbar and button on my class spec:

```
 ToolBar toolbarFrame;
 ToolButton repeat;
```

2) In the callback, configure and add the button:

```
void toolbarFrameCallback(Bar &bar) {
 repeat.WhenAction = THISBACK(RepeatSongs);
 repeat.Tip("Boo!");
 repeat.Image(MyImages::misc());
 bar.AddMenu("Function",
  MyImages::misc(),
  THISBACK(MenuFn));
 bar.Add(repeat);
}
```

3) Where ever you like, change the tip:

```
   repeat.Tip("Hoo!");
```

Works fine.

I haven't got the toggle state yet, but I need it for my project.