
Subject: Re: How to use callbacks with "embedded" controls...

Posted by [fudadmin](#) on Mon, 17 Apr 2006 00:54:38 GMT

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

First of all, don't create too long code "sausages", esp. in the wrong places...

Second, don't spend your hours in the wrong bushes by creating a bicycle. That means, always check if your parents have those wheels...

I'm not very sure but I guess:

Step1.

```
void VegaMain::Init()
{
    info="Ready";

    tab1.arr.WhenEnterRow = THISBACK(UpdateInfo);
    tab1.arr.WhenCtrlsAction = THISBACK(UpdateInfo);
}
```

Step2. in VegaStatus.cpp add this:

```
void VegaMain::UpdateInfo()
{
    info = "Wait..Counting...Busy...";
    int nTotal = tab1.arr.GetCount();
    int nAvail = tab1.GetAvail(); //might optimize later...
    info = NFormat("Ready: Total players: %d - Available: %d", nTotal, nAvail);
}
```

Step3

update VegaMain.h

```
void UpdateInfo();
```

Step4

and also in the same VegaMain.h

```
class VegaTab1 : public WithVegaTab1Layout<TopWindow> {
public:
    void SortRecord(int column);
    void AddPlayer();
    // void ShowNumberRecord(); you don't need it here...
    int GetAvail(); //new!!!
```

Step5

in VegaTab1.cpp

```
int VegaTab1::GetAvail()
{
    int n=0;
    for(int i=0; i<arr.GetCount(); i++) {
        if ( arr.Get(i, "Avail") ) n=n+1;
    }
    return n;
}
```

Step5

remove your 1 hour wasted time and spoiled callback from Avail3

Step6

make "info" label in the layout at least double width.

Step7

Ctrl_F5.

You can apply this logic with Prompts if you like...

Step8

Report any success or failure...
