Subject: Re: How to use callbacks with "embedded" controls...
Posted by forlano on Mon, 17 Apr 2006 09:19:34 GMT
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fudadmin wrote on Mon, 17 April 2006 02:54
Report any success or failure...

I'm very sorry to remain again on the same argument, but I'm obeserving a strange behaviour and before to say it is a bug it is better to verify.
It regards the OptionImage inside the array. When I click in each cell of the array except the OptionImage the cursor of the array move on the clicked row. This is OK because I can read the selected row and retrieve its data. Instead when I click on the OptionImage the cursor doesn't change   and remains where it was. This is not good because my code cannot intercept the clicked row and in turn the clicked optionimage button.
Is it normal? It seems that the button has overrided the property of that column as it where not in an array.
Is there an alternative way to listen the optionimage button? (if not let's neglect it).
This is the code that prompt the status of the clicked button.

```
int VegaTab1::GetAvail()
{ int n;
 String s, player, s1;

   // n = arr.GetCursor(); // doesn't change, so I try the next line
 n = arr.GetClickRow(); // nothing
   // arr.SetCursor( n);

   s=AsString( arr.Get(n, "Avail") );

   player = arr.Get(n, "Name");
   if (s=="1") PromptOK("You have made available player " + player);
   else if (s=="0") PromptOK("You have made NOT available player " + player);
   else PromptOK("You have assigned a BYE to player " + player);


   n = 0;
 for(int i=0; i<arr.GetCount(); i++) {
 if ( arr.Get(i, "Avail") ) n=n+1;
 //s1 += AsString( arr.Get(i, "Avail") ) + " ";
 }
   // PromptOK( s1 );
 return n;
}
```