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

Posted by [fudadmin](#) on Wed, 19 Apr 2006 04:26:33 GMT

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Ok, I think, this should help:

Step1. in OptionImage.cpp

```
#include "OptionImage.h"

//added new method...
void OptionImage::ReFocus(){
    SetFocus();
}

OptionImage::OptionImage()
{
    WhenAction = THISBACK(ReFocus); //added...
}
...
```

Step2. in OptionImage.h

```
class OptionImage : public Option {
    void ReFocus(); //added -let's make it private...
protected:
    Image imgYes, imgNo, imgMaybe;
public:
    ...
```

Step3. 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;
    }

    //try this here. Later we'll rearrange...
    arr.ChildGotFocus(); //lets move the focus after calculations...
    //do you tests below...

    return n;
}
```

