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

Posted by [forlano](#) on Wed, 19 Apr 2006 14:44:57 GMT

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fudadmin wrote on Wed, 19 April 2006 06:26Ok, I think, this should help: [snip]

Aris,

I tried the code and it works nicely, but... there is a little drawback.

If you remind I wanted to intercept the clicked embedded OptionImage to get its status and prompt the user with a message (and write in the infoctrl too). Now I can do it because, thanks to you, the focus go on the row in which the button is. This is the code that shows its status:

```
int VegaTab1::GetAvail()
{ int n = 0;
  String s, player, s1;

  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...
```

```
    n = arr.GetCursor();
    s=AsString( arr.Get(n, "Avail") );
    PromptOK( s );
    return n;
}
```

Now, when I click the optionimage, the PromptOK( s ) appear TWO times, instead of one, and it is annoying. This is due both do the click and the refocus connected connected to WhenCtrlsAction :

```
void VegaMain::Init()
{ info1="Ready";
  tab1.arr.WhenEnterRow = THISBACK(UpdateInfo);
  tab1.arr.WhenCtrlsAction = THISBACK(UpdateInfo);
}
```

that call GetAvail:

```
void VegaMain::UpdateInfo()
{ int int_row, nTotal, nAvail;

  nTotal = tab1.arr.GetCount();
  nAvail = tab1.GetAvail();
  info1 = NFormat("Total players: %d - Available: %d", nTotal, nAvail);
}
```

I've noticed that if you comment

```
// tab1.arr.WhenCtrlsAction = THISBACK(UpdateInfo);
```

then the consecutive click on the option image will not produce a PromptOK dialog.

So now I'm a bit confused on the place where I have to put the hands to correct this behaviour.  
I hope to have been clear.  
Luigi

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