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

Posted by [forlano](#) on Wed, 19 Apr 2006 19:36:03 GMT

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fudadmin wrote on Wed, 19 April 2006 17:25Try or leave it to me...

I've tried but without success. Perhaps I must read some more chapters about C++. At this moment I do not catch the logic behind the GUI class and how they react at some action. In particular this optionimage that was not automatically followed by the focus and need so much attention is making me crazy!

When I click on it I want a simply warning ("The status changed!") and nothing else (no confirmation) and the avail players should be calculated once more. Very simple, but this embedded control seems the evil inside the array. In the original C version it was out of the array... if it will continue to create problems I'll kill it and move in the edit mask; at its place I'll use a stupid colored label... yes I promise I'll do it!

Quote:

I would also think about keeping track in a separate DB table of Available- not available Periods and who made and for what reason... Hm?

I've not understood what you mean. Any way, later, the pressure of the SaveMenu item, should produce two parallel things:

1. save on a file all the array data, and
2. transfer all the array data in a minimalist database structure that will support the output of the elaboration.

I was forgetting, equivalent to the SaveMenu are the actions performed by the Modify button and by the ... optionimage button, yes again it! Each modification I want be permanent.

What do you think? I'll move the optionimage button or we give it the last possibility?

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