
Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by [fudadmin](#) on Thu, 20 Apr 2006 19:40:00 GMT
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forlano wrote on Thu, 20 April 2006 19:55fudadmin wrote on Thu, 20 April 2006 07:42It is not optimal but just an idea and to help Luigi with callbacks... (if you got one under the same name I suggest the old one to backup and use this one instead)

Aris,

thank you very much for your patience and effort.

I'm studying the code. It is simply excellent for studying how this damned callback among widgets work. From what I saw so far perhaps I'm near (I hope) to catch their logic.

It seems very important where you define them, I mean in which doll of the matrioska they are defined. For example you can run the same method (AddPlayer) in two different places:

1. `tab1.btnAdd.WhenAction = THISBACK2(AddPlayerAndUpdateInfo, "btnAdd", "Add Player");`
// then in turn run: `tab1.AddPlayer();`
2. `btnAdd <<= THISBACK(AddPlayer);`

Both run `AddPlayer()` but in the first way you remain in some way out of the class `tab1`. In the second way you are inside class `tab1` and cannot see what there is outside.

Is it correct?

Luigi

Exactly! I'm happy that my example helps you! It's better than "debugging" with Prompts, isn't it?
