
Subject: Re: ForlanoVega ArrayCtrl console app...
Posted by [forlano](#) on Thu, 20 Apr 2006 21:32:34 GMT
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fudadmin wrote on Thu, 20 April 2006 21:40

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

Your console is very cool. I will adapt it for a super status bar. Now I've added my warning in
correspondence of the click of the optionimage

```
void VegaMain::UpdateFocusAndInfo(const String& _who, const String& _what)
{  String s, player;
  int m;
```

```
// tab1.arr.ChildGotFocus(); //lets move the focus after calculations...
UpdateInfo(_who, _what);
```

```
m = tab1.arr.GetCursor();
  player = tab1.arr.Get( m, "Name");
  s=AsString( tab1.arr.Get( m, "Avail" ) );
  if (s=="1") PromptOK("Player " + player + " is now available");
  else if (s=="0") PromptOK("Player " + player + " is NOT available");
  else PromptOK("You have assigned a BYE to player " + player);
}
```

It recognises the state of the button and catch the name of the player for a clear warning. As you see I've commented the ChildGotFocus to do an experiemnt. I didn't see any difference with the non commented row. So the question is: why we need it?

Luigi
