Subject: Dialog box with some internal actions
Posted by jibe on Fri, 18 Mar 2011 08:52:49 GMT
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Hi,

I have a modal dialog box with 3 buttons (let's say : Ok, Cancel and Action). Action is some stuff to do inside the dialog box. I wrote this code :

```
struct MyDlg : public WithMydialogLayout<TopWindow> {
 ...
 void DoAction();
 ...
 MyDlg() {
  ...
  action.WhenPush <<= THISBACK(DoAction);
 }
}

MyDlg::DoAction() {
...
}
```

I get an error :
error : 'DoAction' is not a member of 'Upp:TopWindow'

Surely, I should not use WithMydialogLayout<TopWindow>, but I don't understand what to use instead ? Is there some simple example showing how to do that ?

I think that the difficulty for me is that I don't understand well what the code
WithMydialogLayout<TopWindow>
is doing... I suppose that we ask to construct a dialog box from the Layout, with 'TopWindow' as base class ? But what are the possible base classes for dialog boxes ? I was unable to find some document describing the base classses and their hierarchy (as I suggested in this post, some more links between the various pages of documentation should help everybody a lot, especially beginners)