
Subject: Re: Own TimeInput widget.... problem with spinbuttons etc.

Posted by [koldo](#) on Thu, 01 Dec 2011 17:40:03 GMT

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Hello Wolfgang

A couple of things:

- Include typedef TimeInput CLASSNAME; in the class.

- Include this:

```
sb.inc.WhenAction = THISBACK1(increaseMin, 1);
```

```
sb.dec.WhenAction = THISBACK1(decreaseMin, 1);
```

As both functions get one argument, you have to give it. It does not understand default args.
