
Subject: Re: ToolBar Callback weirdness

Posted by [mirek](#) on Sat, 28 Jan 2012 13:19:21 GMT

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You have to 'refresh' toolbar explicitly by setting it again after making any changes to it:

```
struct BarTest: TopWindow {
    ToolBar toolbar;
    int tool;

    typedef BarTest CLASSNAME;

    void SetBar()
    {
        toolbar.Set(THISBACK(ToolBarContent));
    }

    BarTest()
    {
        tool = 1;
        AddFrame(toolbar.Left());
        SetBar();
    }

    virtual void Paint(Draw& w)
    {
        w.DrawRect(GetSize(), Gray());
        w.DrawText(200, 220, AsString(tool));
    }

    void SetTool(int t)
    {
        tool = t;
        Refresh();
        SetBar();
    }

    void ToolBarContent(Bar& bar)
    {
        bar.Add("Move", CtrlImg::reporticon(), THISBACK1(SetTool, 1))
            .Check(tool == 1);
        bar.Add("Rotate", CtrlImg::reporticon(), THISBACK1(SetTool, 2))
            .Check(tool == 2);
    }
};
```
