
Subject: Re: How do I use WIndows Message pump timer?

Posted by [jeff1101](#) on Mon, 05 Jun 2006 14:08:33 GMT

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Hi,

I'm still having some problems. I added the typedef but I still get compile errors. Here is the code:

```
void CounterCtrl::Inc()
{
    number++;
    Refresh();
}

void CounterCtrl::InitTimer(int seconds)
{
    SetTimeCallback(THISBACK(CounterCtrl::Inc), -1000, 33);
}

Value CounterCtrl::GetData() const
{
    return number;
}

void CounterCtrl::SetData(const Value& v)
{
    number = v;
    Refresh();
}

void CounterCtrl::Paint(Draw& w)
{
    Size sz = GetSize();
    w.DrawRect(sz, paper);
    String txt = AsString(number);
    sz = (sz - w.GetTextSize(txt, font)) / 2;
    w.DrawText(sz.cx, sz.cy, txt, font, ink);
}

/**
void CounterCtrl::LeftDown(Point, dword)
{
    number++;
    Refresh();
}
***/
```

```
CounterCtrl::CounterCtrl()
{
    number = 0;
    ink = SBlack;
    paper = SWhite;
    font = StdFont();
    SetFrame(BlackFrame());
}

CounterCtrl::~CounterCtrl() {}
```

Notice how I disabled LeftDown() callback? I wanted to replace it with the Inc() method which gets called at preset intervals by calling the InitTimer() method. When I compile this I get the ff errors:

```
C:\MyApps\Counter\Counter.cpp: In member function `void CounterCtrl::InitTimer(int)':
C:\MyApps\Counter\Counter.cpp:16: error: invalid conversion from `int' to `_CNULL'
C:\MyApps\Counter\Counter.cpp:16: error:   initializing argument 1 of
`Callback::Callback(_CNULL)'
Exitcode: 1
compiled in (0:10.53)
1 file(s) compiled in (0:10.53) 10531 msec/file
```

There were errors. (0:14.82)

I am thinking the typedef required a specific method signature as input? Can you point me to the right direction? Thanks.

regards
