Subject: overwritten virtual void LeftDown - how to invoke WhenAction?
Posted by Wolfgang on Wed, 27 Jun 2012 18:20:22 GMT
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Hi, I've created a class based on Button:
class PaintArea : public Button {
in this I overwrite LeftDown Action:
virtual void LeftDown(Point pos, dword flags) {

and now I'm asking how to call, when set, the WhenAction of the Button?
.h
PaintArea myPaintArea;
.cpp
myPaintArea.WhenAction = THISBACK(anotherMethod);

with this code and the virtual void LeftDown the "anotherMethod" method isn't called - what to change in the virtual void LeftDown(..) method to call this method?

Thanks for help!

EDIT: Is it that easy, just call
this->WhenAction(); at the bottom of the LeftDown method?