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Subject: Re: What is best way to obtain button info via callback?

Posted by [lectus](#) on Thu, 28 Jun 2012 14:14:50 GMT

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Thanks for opening my eyes for this!

We can use one callback to handle all buttons and this keeps the code much more organized:

```
enum {btn1, btn2};
```

```
void MainWin::SetEditOutput(int n)
{
    switch (n) {
        case btn1:
            output <<= "You clicked button 1";
            break;
        case btn2:
            output <<= "You clicked button 2";
            break;
    }
}
```

```
MainWin::MainWin()
{
    CtrlLayout(*this, "Window title");
    button1.WhenPush = THISBACK1(SetEditOutput, btn1);
    button2.WhenPush = THISBACK1(SetEditOutput, btn2);
}
```