Subject: Re: "Enter" code (Solved and working OK)
Posted by nlneilson on Sun, 23 Sep 2012 05:45:00 GMT
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It depended on where the THISBACK was placed, just after menu.Set(THISBACK(MainMenu));
worked OK.
Also was able to call Point1Action directly.

menu.Set(THISBACK(MainMenu));   // Set the menu callback
P1 <<= THISBACK(Point1Action);
P2 <<= THISBACK(Point2Action);

edit: The only thing that was necessary was to:
create a button in dlg.lay
Button P1;
P1 <<= THISBACK(Point1Action)