
Subject: Re: Simulate a button click

Posted by [Mircode](#) on Wed, 10 Oct 2012 20:13:30 GMT

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Inspired by this <http://www.ultimatepp.org/forum/index.php?t=msg&th=6949&start=0> I found a way:

The PseudoPush method is defined in Button.cpp and is actually very simple.

```
void Pusher::PseudoPush() {
    if(IsReadOnly() || !IsEnabled()) return;
    KeyPush();
    Sync();
    Sleep(50);
    FinishPush();
}
```

Now I created my own class, which offers the PseudoDown and the PseudoUp method.

```
class MyButton:public Button{
public:
    MyButton() {}
    ~MyButton() {}

    void PseudoDown(){
        if(IsReadOnly() || !IsEnabled()) return;
        KeyPush();
        Sync();
    }
    void PseudoUp(){
        FinishPush();
    }
};
```

Works fine
