
Subject: OptionTree loses check state when add Callback for the option.

Posted by [akebee](#) on Fri, 19 Oct 2012 13:18:46 GMT

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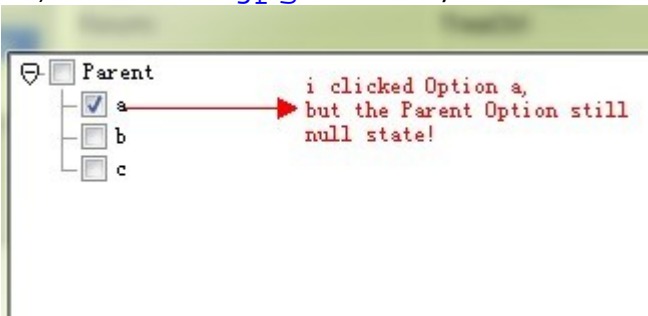
```
Add(horz.Horz().SizePos());  
optree.SetRoot("Parent");
```

```
optree.Add(0,x[0],"a");  
optree.Add(0,x[1],"b");  
optree.Add(0,x[2],"c");  
optree.Open(0);
```

```
//if i add below Callback function,the ParentOption`s checkstate //will lose  
x[0] <=<= THISBACK(OnOption1);
```

File Attachments

1) [i`ÃÃ.jpg](#) , downloaded 719 times



2) [QQ%Øí¼20121019211515.jpg](#) , downloaded 759 times

