Subject: Re: How to capture Key Press events?
Posted by dolik.rce on Sun, 02 Dec 2012 13:56:54 GMT

View Forum Message <> Reply to Message

lectus wrote on Sun, 02 December 2012 13:44So, the WhenAction callback is mostly a generic callback, right? Depends on the type of Ctrl.
Yes, it is very generic. In some Ctrls it might even never be called The general idea is that it is called whenever the "value" of the widget changes. However given how generic it is, it can do pretty much anything, depending on what the author of the widget deems useful, so it is always better to check the docs or code to see when you can expect it to be executed and when not.

What nlneilson mentioned is another way to achieve this by inheritance and method overloading. It can be used too, should be bit more general (you can use it even for Ctrls where WhenAction callback usage is not/badly implemented), but it is most probably overkill in this case

Quote:U++ produces great user experience in applications.   That's one of the main goals, IIRC

Honza

Page 1 of 1 ---- Generated from   U++ Forum