
Subject: Re: LineEdit event on click on scrollbar

Posted by [mircerlancerous](#) on Fri, 01 Feb 2013 00:01:19 GMT

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Thanks for the snippet Navi.

Now I'm confused. Does all that code go in the main app or in the LineEdit.cpp or TestEdit.h? I'm really unclear as to how callbacks are triggered so I might need some extra hand-holding on this one. I put the following in my public class area:

```
virtual void NewScrollPos(){ WhenScrollChange();}  
Callback WhenScrollChange;
```

And then the following in my class constructor where 'output' is the name of the LineEdit widget.

```
output.WhenScrollChange << THISBACK(ScrollLeftDown);
```

I just get the compiler error that 'WhenScrollChange' is not a member of LineEdit.

Thanks for your help and patience.
