
Subject: Re: WindowProc invoked while in Paint routine
Posted by [NeilMonday](#) on Tue, 23 Jul 2013 13:28:50 GMT
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First, here are a couple of helper classes that I am using:

```
class OptionWithKey : public Option
{
    typedef OptionWithKey CLASSNAME;

public:
    Callback1<int> WhenOptionWithKey;

    DEF_VAR(OptionWithKey&, Key, int, key, *this);

public:
    OptionWithKey() : key(-1) { WhenAction = THISBACK(OnOptionAction); }

private:
    void OnOptionAction() { WhenOptionWithKey(key); }
};

class OptionWithKeyArrayMap : public ArrayMap<int, OptionWithKey>
{
    typedef OptionWithKeyArrayMap CLASSNAME;

public:
    Callback1<int> WhenOption;

public:
    OptionWithKey& Add(int key)
    {
        OptionWithKey& option = ArrayMap<int, OptionWithKey>::Add(key);
        option.Key(key);
        option.WhenOptionWithKey = THISBACK(OnOptionAction);
        return option;
    }

private:
    void OnOptionAction(int key) { WhenOption(key); }
};
```

I have a class that inherits from ChartCtrl called ANBarGraph:

```
class ANBarGraph : public ChartCtrl
{
    typedef ANBarGraph CLASSNAME;
```

```

...
public:
    OptionWithKeyArrayMap instructorOptionArray;
private:
    void OnInstructorTrigger(int key);

...
};

```

In the constructor, I set the callback for the instructorOptionArray:

```

ANBarGraph::ANBarGraph()
{
    instructorOptionArray.WhenOption = THISBACK(OnInstructorTrigger);
}

```

I have a SetData function that sets up the instructorOptionArray:

```

void ANBarGraph::SetData(...)
{
    ...
    if (instructorOptionArray.Find(baseKey) < 0)
    {
        OptionWithKey& option = instructorOptionArray.Add(baseKey);
        option.Set(0).NoNotNull().SetLabel(t_("Instructor
trigger")).SetFont(SansSerif(14)).SetFrame(ThinInsetFrame());
    }
    ...
    if (instructorOptionArray.Find(groupKey) < 0)
    {
        OptionWithKey& option = instructorOptionArray.Add(groupKey);
        option.Set(0);
        groupInfo.triggerState =
ATaS::ANGroupInfo::TriggerState(int(instructorOptionArray.Get(groupKey)));
    }
}

```

I have a breakpoint set in "OnInstructorTrigger(int key)" function, but when I click the checkbox, it hits the ASSERT before it gets to the callback.

One thing that I saw that was strange is that the Refresh call always has huge numbers for x, y, and cx. While cy is always 0.