
Subject: Re: Is there a message when a control contents changes?

Posted by [Didier](#) on Tue, 04 Nov 2014 18:53:23 GMT

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Hello Rxantos,

basically all the GUI management is based on events, so if you wan't to do some action if a ctrl changes, use the callbacks of the controls for that (usually the names of the callback members are like : "when...." : WhenAction, WhenPush,

You will have to set the callback of all the ctrls you wan't to monitor inside you're dialog.

A nice feature about callbacks is that you can put several actions (callbacks) in one callback !!

You have to use the << operator for this like in this example :

```
(button.WhenAction << THISBACK(actionOne)) << THISBACK(actionTwo);
```

This allows you to monitor callbacks while still allowing normal use of the callbacks
