
Subject: How to use callbacks

Posted by [Patisab](#) on Fri, 15 Jan 2016 17:56:04 GMT

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Good evening,

I would like to execute a function when the value in an EditField changes. I've tried something like this :

```
testcallback.h :
#ifndef _testcallback_testcallback_h
#define _testcallback_testcallback_h
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
#define LAYOUTFILE <testcallback/testcallback.lay>
#include <CtrlCore/lay.h>
class testcallback : public WithtestcallbackLayout<TopWindow> {
public:
    void fCalcul();
    typedef testcallback CLASSNAME;
    testcallback();
};
#endif
```

```
main.cpp :
#include "testcallback.h"
testcallback::testcallback()
{
    CtrlLayout(*this, "Test CallBack");
    go <=<= THISBACK(fCalcul);
}
GUI_APP_MAIN
{
    testcallback app;
    app.Run();
}
```

```
calcul.cpp :
#include "testcallback.h"
struct Saisie : public WithsaisieLayout<TopWindow> {
    Saisie() {
        CtrlLayoutOKCancel(*this, "Saisie des valeurs");
        vs.WhenAction <=<= THISBACK(Calcul);
        vm.WhenAction <=<= THISBACK(Calcul);
    }
    void Calcul()
    {
        int Vs, Vm, Vc;
```

```

    Vs = vs.GetData();
    Vm = vm.GetData();
    Vc = Vs * Vm;
    vc.SetData(Vc);
    vc.Refresh();
}
};
void testcallback::fCalcul()
{
    Saisie dlg;
    dlg.Run();
}

testcallback.lay :
LAYOUT(testcallbackLayout, 200, 100)
    ITEM(Button, go, SetLabel(t_("Calcul")).LeftPosZ(72, 56).TopPosZ(80, 15))
END_LAYOUT
LAYOUT(saisieLayout, 200, 100)
    ITEM(Label, dv___0, SetLabel(t_("Valeur à saisir :")).LeftPosZ(4, 92).TopPosZ(4, 19))
    ITEM(EditInt, vs, LeftPosZ(104, 64).TopPosZ(4, 19))
    ITEM(Label, dv___2, SetLabel(t_("Valeur modifiable :")).LeftPosZ(4, 92).TopPosZ(28, 19))
    ITEM(EditInt, vm, LeftPosZ(104, 64).TopPosZ(28, 19))
    ITEM(Button, ok, SetLabel(t_("OK")).LeftPosZ(40, 56).TopPosZ(80, 15))
    ITEM(Button, cancel, SetLabel(t_("Cancel")).LeftPosZ(104, 56).TopPosZ(80, 15))
    ITEM(Label, dv___6, SetLabel(t_("Valeur calculée :")).LeftPosZ(4, 92).TopPosZ(52, 19))
    ITEM(EditInt, vc, SetEditable(false).LeftPosZ(104, 64).TopPosZ(52, 19))
END_LAYOUT

```

When I compile I obtain this error message :

error: 'Calcul' is not a member of 'Upp::TopWindow::CLASSNAME {aka Upp::TopWindow}'

Thank very much for your help.

Best regards.
