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Subject: Re: THISBACK and inheritance  
Posted by [Oblivion](#) on Thu, 06 Jul 2017 21:17:03 GMT  
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Hello Daniel,

Quote:

But why is it working for the OnClickButton callbacks in the FnWindow?

It is because those button events aren't called immediately. They are called when there is some user action (They are called WHEN there is action (click/push, etc.).

Had they been called immediately you would have the same undefined behaviour.

On the other hand, MenuBar::Set() method calls the provided callback, and sets the menubar immediately, which leads to crash.

Quote:

What macros do you mean and how can I avoid them?

Ah, that's my fault. Nevermind. (For some reason, the below macros reminded me of U++ internal macros used in the TheIDE layout editor.)

```
#define _FN_LABEL(button, label)  button.SetLabel(label).Enable(true)
#define FN_LABEL(number, label)  _FN_LABEL(b_fn##number, label)
```

```
#define _FN_UNLABEL(button) button.SetLabel("").Enable(false)
#define FN_UNLABEL(number)  _FN_UNLABEL(b_fn##number)
```

Best regards,  
Oblivion.