Posted by Giorgio on Tue, 08 Aug 2017 10:10:45 GMT
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Hi there,
I am experimenting with a touch screen on a raspberry. I developed the application on Windows,
but it compiled on raspbian with almost no additional effort - just to fix less than 20 lines of code -
and I think that is quite remarkable.

The original application was meant to be used with mouse and keyboard, so I have to tune the
User Interface to make the application usable: first problem I encountered is with buttons.

If I use a "custom" button (i.e. a button created by me and to which I assigned a function with
btn.WhenPush = THISBACK(myFunction);) the button works as expected. If I use "built-in"
buttons (i.e. the button ok and cancel of a CtrlLayoutOKCancel window) they do not work: when I
press them on the touch screen, I see that they are pressed and released, but nothing happens.
Someone else encountered this problem?

As a workaround, I tried to assign the method Close() to the ok and cancel buttons, but - due to
my newbie-ity - I did not figure out how to do that; this is the original code, working without a
problem with keyboard and mouse:

```
#include "ListOp.h"

ListOp::ListOp(MLav _macrolav)
{
 CtrlLayoutOKCancel(*this, t_("Select operator"));
 std::vector<S_OPERATORS> mylist = db_data.FindOperators(_macrolav);
 for (size_t i=0; i<mylist.size(); i++)
  SwOperators.Set((int)i, mylist[i].ID, mylist[i].NAME);
 ok.Ok();
 cancel.Cancel();
}
```

I tried adding the following:

 [...]

```
 ok.Ok();
 ok.WhenPush = THISBACK(this.Close);
 cancel.Cancel();
 cancel.WhenPush = THISBACK(this.Close);
```


...and this:

[...]

```
ok.Ok();
ok.WhenPush = THISBACK(this->Close);
cancel.Cancel();
cancel.WhenPush = THISBACK(this->Close);
```

...but the code does not compile.

Any suggestion is appreciated.
Regards,
Gio