
Subject: Re: trouble with tabs

Posted by [mtdew3q](#) on Thu, 03 Oct 2019 22:04:08 GMT

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Hi Koldo-

I outlined 2 examples to illustrate my confusion.

I hope you can now see what I am doing wrong.

Example 1:

```
int func(int a) {  
    // cout << "Hello" << a << '\n';  
    return 2;  
}
```

```
struct CantonEdu : public WithRooLayout<TopWindow> {  
    WithQueryLayout<TopWindow> query;
```

```
class functions..  
class members...
```

```
void CantonEdu::ManageMenus(int n);  
Button b1;  
TabCtrl tab1 // defined in layout  
int func(int a);
```

```
typedef CantonEdu CLASSNAME;  
};
```

```
int (& r_ref)(int) = func;  
Add ( b1.LeftPos ( 10, 100 ).BottomPos ( 10, 30 ) );  
b1.SetLabel ( "Click me!" );  
b1 <=< THISBACK ( r_ref, 1 ) ; /** thisback and r_ref not agreeing in this scope (GUI) **/
```

b1 and r_ref not in same scope.

Example 2:

```
tab1.WhenSet = [&] {  
  
    int n = tab1.Get(); // compiles  
    ManageMenus(n); // compiles  
  
};
```

```
void CantonEdu::ManageMenus(int n) {  
    PromptOK( " " + n): // (blank PromptOk - empty value)  
}
```

n does not equal index of recently clicked tab

I'd like to be able thisback to call function with these parameters as well: void ManageMenus (TabCTRL tab1, MenuBar menu).
tab1.WhenSet = THISBACK(ManageMenus,tab1, menu);

NOTE: I mean to indicate a function reference that points to function like:

```
void func (CtrlTab tab, MenuBar menu) ;
```

```
void (& func_ref)(CtrlTab, MenuBar) = func;  
tab1.WhenSet = THISBACK(func_ref, tab1, menu);
```

I hope that is a little more clear.

I don't know if these examples are easy to follow and/or easy to implement.

Thnx for any assistance.
roboloki