
Subject: Re: Widget events - any other than WhenAction ?

Posted by [Oblivion](#) on Fri, 15 Nov 2019 20:17:28 GMT

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Hello Frank,

Quote:

Do I understand correctly that the Edit widgets (or any U++ widget, for that matter?) have just a single "hookable event", called the WhenAction ?

No, not really. WhenAction is the common event for all (well, almost all) widgets. Edit widgets, for example, have their own events too.

EditDouble (or other Editxxx variants) has:

Callback1<Bar&> WhenBar

This callback represents the context menu of EditField. The default is StdBar.

Callback WhenEnter

This callback is invoked if user presses Enter key while in EditField. If not empty, EditField also consumes Enter key (so that it is not passed up in Ctrl hierarchy). Default is empty.

Callback1<WString&> WhenPasteFilter

This callback is invoked when Paste operation is performed and can be used to alter the text to be pasted. Default is no change to the text.

Callback1<Vector<Highlight>&> WhenHighlight

Called by default implementation of HighlightText. Provides a chance to change the text color and background for individual characters.

Api docs page usually list them, but there might be some missing. IF you are using TheIDE, just type "When" into the navigator and it'll list all the events that are part of the classes in your project:

Best regards,
Oblivion

File Attachments

1) [TheIde-Navigator.png](#), downloaded 914 times
