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

Posted by [Oblivion](#) on Sat, 16 Nov 2019 22:16:16 GMT

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Hello Frank, I'm glad you find a solution to your problem.

I'd like to point out some things that may also help others, and save you from taking unnecessary steps:

1) You can edit layout files in Thelde. A layout file is nothing more than a C++ file which relies on method chaining and templates, i.e it is not "really" a macro file (of course it has macros in it but that's more for the sake of readability. Those macros expand to C++ templates.) When you open the Layout editor in Thelde, go to Edit menu and select "Edit as text" item. You can use same manu (this time the menu item will be "Edit using designer") to return to visual editing.

2) Callback macros are pre-C++11 stuff, kept for compatibility, and they are deprecated. You can use THISFN macro instead. (It does not care about the number of arguments passed to the callback, i.e there are no THISFN1, THISFN2, etc. macros to deal with. However, THISFN macro is simply a lambda -an in-place function- wrapper. Therefore you can directly use --and I highly recommend using-- C++11 lambda functions, as they are very flexible (they can even capture local variables etc.)

E.g.

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct App : public TopWindow {
    EditString edit;
    App()
    {
        SetRect(0, 0, 400, 200);
        Sizeable().Zoomable().Add(edit.HSizePos().VCenterPos());
        edit.WhenEnter = [=] { PromptOK((String) ~edit); };
    }
};
```

```
GUI_APP_MAIN
```

```
{
    App().Run();
}
```

3) MyEditDouble is "not" in the layout editor, because it doesn't have a .usc (visual representation) file at the moment. However, if you right click on the layout editor area, you'll see a menu item called "User Class" in the context menu. IF you select that item it will add a blank box, and let you

set the class type (MyEditDouble) and its instance name on the left pane. :)

I hope this helps. I suggest you check reference examples in the reference section. They really help a lot. IME, U++ is very flexible, once you're familiar with its style.

Best regards,
Oblivion
