Subject: Re: Widget events - any other than WhenAction? Posted by peterh on Sun, 04 Sep 2022 19:28:05 GMT

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There is another - more elegant - solution:

Code your derived Ctrl as a template:

(this is experimental stuff I made for learning purposes, it works as expected, but does nothing meaningful)

```
template <typename TCtrl>
struct MyCtrl : public TCtrl {
  int count = 0;
  MyCtrl()//:TCtrl() // Default constructor wird automatisch aufgerufen, deshalb ist ...:MyCtrl:TCtrl()
  (hier) nicht notwendig, schadet aber auch nicht.
  {
    WhenEnter << []{Cout() << " Enter ";};
  }
  virtual void Paint(Draw& w) override {
    //w.DrawRect(GetSize(), White());
    TCtrl::Paint(w);
    w.DrawText(2, 2, AsString(count));
  }
};</pre>
```

Then you can derive arbitrary Controls from it, and the compiler will bark if there is a problem.

Then define your control in the layout editor like this:

I think this should be in the tutorial.

It might be "cold coffee" to regular users, but will get new users started.

An \*.usc file is not required in this case.

In most cases I want to expand or modify the behavior of an existing control.

I think this is a very common problem that new users will encounter and possibly will give up on it. Then this comes in handy.

## File Attachments

1) Layout2.jpg, downloaded 458 times