Subject: SelectRow event
Posted by cioannou on Wed, 25 Oct 2006 09:44:54 GMT
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Just started playing with Upp and I am trying to figure out how to handle a "selectrow" event in ArrayCtrl.

To start with, I would like to pop a message when the user clicks a row in ArrayCtrl and display the table name the user selected.

I already used the THISBACK for the button but I cannot understand how to catch and handle the WhenLeftClick event.

```
#include "MysqlDemo.h"
#include "mysql/mysql.h"


void MysqlDemo::click()
{
//
//PromptOK("Button Pressed");
MySqlSession session;
String tables;

 // substitute your 'username' and 'password' here:
 if(!session.Connect("testuser", "", "test", "localhost")) {
  PromptOK("Can't connect with MySql\n");
  return;
 }
 Sql sql(session);
 sql.Execute("use test");
 sql.Execute("show tables");

 this->tableslist.AddColumn("MySql Tables", 100);

 while(sql.Fetch())
 {
  //Cout() << (String)sql[0] << '\n';
  tables += (String)sql[0] + '\n';

  this->mylist.Add((String)sql[0]);

  this->tableslist.Add((String)sql[0]);

 }
 //PromptOK(tables);
```

```
 sql.Execute("insert into testtbl (field1,field2) values ('UPP rocks','And looks easy too')");

 sql.Commit();
}

MysqlDemo::MysqlDemo()
{
 CtrlLayout(*this, "Mysql Upp Demo");
 this->strFullPath.SetData("Enter a string");
 this->strFileName.SetData("Another string");
 this->myButton <<= THISBACK(click);
}

GUI_APP_MAIN
{
 MysqlDemo().Run();
}
```