
Subject: update state of a toolbar icon

Posted by [fallingdutch](#) on Thu, 02 Nov 2006 17:34:55 GMT

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how do i update a toolbar icon?

i have set the toolbar with code similar to this:

[...]

```
tb.Set(THISBACK(MySetToolbar);
```

[...]

```
void MyClass::MySetToolbar(Bar& tb) {  
    tb.Add(count > 10,"some text",Img::SomelImage(),THISBACK(SomeFunction));  
};
```

how can i redraw the toolbar, that the boolean function "count>10" is rechecked and the Button is enabled again?

tried Refresh(), SyncBar(), RefreshLayout(), RefreshParentLayout(), but nothing worked

Bas

Subject: Re: update state of a toolbar icon

Posted by [mirek](#) on Fri, 03 Nov 2006 09:51:15 GMT

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Using Toolbar::Set.

Usually, I add method SetBar to my application that calls Set with proper callback and then call SetBar each time Toolbar needs refreshing.

There is quite smart update logic in SetBar so that things get repainted only if needed even if "SetBar" looks like rebuilding the toolbar from the scratch (in other words, calling SetBar is relatively cheap).

Mirek

Subject: Re: update state of a toolbar icon

Posted by [fallingdutch](#) on Fri, 03 Nov 2006 10:52:35 GMT

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Thanks, Mirek

you answered already the question i was going to ask

can you read my mind?

Bas
