
Subject: Callback and moving cursor by arrows key
Posted by [forlano](#) on Tue, 05 Dec 2006 19:45:20 GMT
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Hello,

I move the cursor of the arrayctrl by using the up and down arrow keys. I would like to intercept this action. None of the existing When* works. Perhaps I missed something or I need to override WhenBar?

Luigi

Subject: Re: Callback and moving cursor by arrows key
Posted by [Werner](#) on Tue, 05 Dec 2006 20:55:23 GMT
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forlano wrote on Tue, 05 December 2006 20:45Hello,

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Luigi

What about

...

```
void OnCursor()
{
    PromptOK("Cursor moved!");
}
```

...

```
ArrayCtrl my_array_ctrl;
```

...

```
my_array_ctrl.WhenCursor = THISBACK(OnCursor);
```

...

?

Werner

Subject: Re: Callback and moving cursor by arrows key

Posted by [mirek](#) on Tue, 05 Dec 2006 21:39:46 GMT

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Just be careful, it is called on every cursor change, including "KillCursor"....

But overall over time, it proved to be the best of them (ArrayCtrl Callbacks).

Mirek

Subject: Re: Callback and moving cursor by arrows key

Posted by [forlano](#) on Tue, 05 Dec 2006 22:55:50 GMT

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Werner wrote on Tue, 05 December 2006 21:55forlano wrote on Tue, 05 December 2006 20:45Hello,

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Luigi

What about

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my_array_ctrl.WhenCursor = THISBACK(OnCursor);
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...

?

Werner

Hi Werner,

you are right, of course. Before to post my stupid question I tried .WhenCursor but without

success, the callback was not activated by moving the cursor by keyboard. After your code I've investigated better and I discovered a bug in my application. It had two supplementary line that in principle should work with the click of the mouse but prevented to work with the arrow keys! More or less this:

```
void OnCursor()  
{ int i = my_array_ctrl.GetClickRow(); // <====  
  if (i<0) return; // always return by pressing the arrow keys  
  PromptOK("Cursor moved!");  
}
```

The fix was trivial: substitute GetClickRow() with Getcursor().
Perhaps I should write a book of "instructive" mistakes

Luigi
