Subject: What is best way to obtain button info via callback?
Posted by jlfranks on Tue, 15 Jan 2008 18:51:14 GMT
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The problem that I'm trying to solve is to have one callback handler for buttons with layout like Qwerty keyboard (we only have
a touch panel and need a keyboard device).

The alphabetic buttons can be upper or lower case, depending on
the case toggle button. I would sure be nice to service over 50
buttons (keys on keyboard) with one callback routine.

The problem is that Button only takes THISBACK and not THISBACK1, so there's no way of sending an argument identifying the key that is pressed.

Also, there is a way to set the label on the button, but not a way to get the lable. Handler could have simply used this, if it knew which key to access.

Is simple way of writing this (sure don't like writing 50 callbacks that all do just about the same thing) ?

--jlf

Subject: Re: What is best way to obtain button info via callback?
Posted by jlfranks on Tue, 15 Jan 2008 19:36:30 GMT
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Just found this documented on the Upp Overview page and is pretty much all I need:

```
void MyDlg::SetEditorValue(int x)
{
   editor <<= x;
}

MyDlg::MyDlg()
{
   button1 <<= THISBACK1(SetEditorValue, 1);
   button2 <<= THISBACK1(SetEditorValue, 2);
```

Sorry for the wasted bandwidth.

--jlf

Subject: Re: What is best way to obtain button info via callback?

Posted by lectus on Thu, 28 Jun 2012 14:14:50 GMT

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Thanks for opening my eyes for this!

We can use one callback to handle all buttons and this keeps the code much more organized:

```
enum {btn1, btn2};

void MainWin::SetEditOutput(int n)
{
 switch (n) {
  case btn1:
   output <<= "You clicked button 1";
   break;
  case btn2:
   output <<= "You clicked button 2";
   break;
 }
}


MainWin::MainWin()
{

 CtrlLayout(*this, "Window title");
 button1.WhenPush = THISBACK1(SetEditOutput, btn1);
 button2.WhenPush = THISBACK1(SetEditOutput, btn2);
}
```