Subject: Setting a Gate argument.
Posted by captainc on Tue, 08 Apr 2008 20:29:48 GMT
View Forum Message <> Reply to Message

I want to do something like the code example for callbacks:

button1 <<= THISBACK1(SetEditorValue, 1);
button2 <<= THISBACK1(SetEditorValue, 2);

which uses a callback with a set value 1 at callback creation
I would like to do this with gates, so as to get the boolean return value.

Ideally, I want to set a Gate that uses a function that takes 2 variables. The first variable, I want set right away when creating the Gate, and the second will be called dynamically.

Is this possible? How can I do this?

Subject: Re: Setting a Gate argument.
Posted by mrjt on Wed, 09 Apr 2008 07:31:42 GMT
View Forum Message <> Reply to Message

Quote:Is this possible?
I think at the moment you can have any 2 out of three of those features. There are some template functions required that aren't there.
Quote:How can I do this?
Wait for Mirek to get back from holiday and ask nicely?