Subject: How to do something when window is shown
Posted by cbpporter on Sun, 27 Jul 2008 21:38:40 GMT

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Is there a way to handle the window show event (every time it is opened, but not when it is just activated)?

And what event sets of WhenAction for a TopWindow?

Subject: Re: How to do something when window is shown
Posted by mrjt on Mon, 28 Jul 2008 08:42:31 GMT

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```
virtual void State(int reason)
{
  BaseClass::State(reason);
  if (reason == Ctrl::OPEN) {
    // Window opening
  }
}
```

There are other states also.

As far as I know, nothing triggers a TopWindow's WhenAction, and a quick source search fails to turn anything up.

Subject: Re: How to do something when window is shown
Posted by cbpporter on Mon, 28 Jul 2008 11:26:25 GMT

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Thanks! Worked great.

Subject: Re: How to do something when window is shown
Posted by mirek on Fri, 01 Aug 2008 06:55:05 GMT

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Might I ask why you need this? It is in the "State" only because it is usually not needed... (E.g. the only use in the whole uppsrc is, AFAIK, in DHCtrl).

Mirek

Subject: Re: How to do something when window is shown
Posted by cbpporter on Fri, 01 Aug 2008 08:49:29 GMT

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I need it because I have a dialog that need to update itself on a show operation from a cache. I could do something like first update, and then call Show, but since the dialog gets shown from a lot of different places and it's content is determined by the cash, I considered it would be better for the dialog to be the one who "owns" the method of updating. This way all the clients of the dialog don't have to care if it is updated or not, the just show it. It is a better design IMO.

Do you have a better solution for this? In my previous experience with GUI toolkits, OnShow and OnActivate were quite important and events. In U++, this is the first time I need an OnShow event.

Subject: Re: How to do something when window is shown
Posted by mirek on Sun, 03 Aug 2008 12:09:14 GMT

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cbpporter wrote on Fri, 01 August 2008 04:49I need it because I have a dialog that need to update itself on a show operation from a cache. I could do something like first update, and then call Show, but since the dialog gets shown from a lot of different places and it's content is determined by the cash, I considered it would be better for the dialog to be the one who "owns" the method of updating. This way all the clients of the dialog don't have to care if it is updated or not, the just show it. It is a better design IMO.

Do you have a better solution for this? In my previous experience with GUI toolkits, OnShow and OnActivate were quite important and events. In U++, this is the first time I need an OnShow event.

I would just add some sort of "ShowMe" method which updates from the cache. If you are afraid of calling "normal" Show accidentally, you can always make it private.

Mirek