Subject: callbacks and objects
Posted by sapiency on Wed, 05 Nov 2008 22:06:21 GMT
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Hi,

I want to use one callback for multiple elements. Is it possible to use the element in the callback?

example:

```
class TEST
{
...
  public:
  typedef TEST CLASSNAME;

  TEST();

  void OnChange();

  EditString s1;
  EditString s2;
  ...
};

TEST::TEST()
{
  Add(s1);
  Add(s2);
  s1.WhenAction = THISBACK(OnChange);
  s2.WhenAction = THISBACK(OnChange);
  ...
}

TEST::OnChange()
{
  OUTPUT(sx.GetData());
}
```

If I use THISBACK1 I got the message that the Upp::Ctrl& is private. If I use sn in the Callback, it works, but then I need one callback for each field ...

second:

I look for catching key events from special keys (return, Fn, ...). How can I catch them?

regards reinhard

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Subject: Re: callbacks and objects
Posted by mirek on Thu, 06 Nov 2008 08:28:06 GMT
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sapiency wrote on Wed, 05 November 2008 17:06Hi,

I want to use one callback for multiple elements. Is it possible to use the element in the callback?

example:

```
class TEST
{
...
  public:
  typedef TEST CLASSNAME;

  TEST();

  void OnChange();

  EditString s1;
  EditString s2;
  ...
};

TEST::TEST()
{
  Add(s1);
  Add(s2);
  s1.WhenAction = THISBACK(OnChange);
  s2.WhenAction = THISBACK(OnChange);
  ...
}

TEST::OnChange()
{
  OUTPUT(sx.GetData());
}
```

If I use THISBACK1 I got the message that the Upp::Ctrl& is private. If I use sn in the Callback, it works, but then I need one callback for each field ...

I am sorry, but it is not quite clear what you are really doing

Use THISBACK1 if you want to pass some parameter with callback (specified inside THISBACK1, like

```
void TEST::OnChange(EditField *sx) { OUTPUT(sx->GetData()); }
....
s1 <<= THISBACK1(OnChange, &s1);
s2 <<= THISBACK1(OnChange, &s2);
```

Quote:
I look for catching key events from special keys (return, Fn, ...). How can I catch them?

Override Ctrl::Key or Ctrl::HotKey. Check propagation rules in Ctrl reference.

Mirek

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