
Subject: WhenSelected callback to DropList
Posted by [Sc0rch](#) on Sat, 24 Apr 2010 07:42:55 GMT
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Hello all!

I think, it will be good idea to add WhenSelected-callback to DropList.

My variant:
DropChoise.h

```
class DropList ...  
...  
Callback WhenSelected;  
...
```

DropList.cpp

```
void DropList::Select() {  
    int c = list.GetCursor();  
    if(c >= 0)  
        value = key[c];  
    if(dropfocus)  
        SetFocus();  
    Sync();  
    UpdateAction();  
    WhenSelected.Execute();  
}
```

Best regards,
Anton

Subject: Re: WhenSelected callback to DropList
Posted by [mirek](#) on Mon, 26 Apr 2010 08:32:55 GMT
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Sc0rch wrote on Sat, 24 April 2010 03:42Hello all!

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UpdateAction above calls generic WhenAction (like for almost any other widget when user changes the value of widget). (It also sets modify flag for widget).

Is WhenSelected supposed to be any different?

Mirek
