Subject: Dialog box with some internal actions
Posted by jibe on Fri, 18 Mar 2011 08:52:49 GMT
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Hi,

I have a modal dialog box with 3 buttons (let's say : Ok, Cancel and Action). Action is some stuff to do inside the dialog box. I wrote this code :

```
struct MyDlg : public WithMydialogLayout<TopWindow> {
 ...
 void DoAction();
 ...
 MyDlg() {
  ...
  action.WhenPush <<= THISBACK(DoAction);
 }
}

MyDlg::DoAction() {
...
}
```

I get an error :
error : 'DoAction' is not a member of 'Upp:TopWindow'

Surely, I should not use WithMydialogLayout<TopWindow>, but I don't understand what to use instead ? Is there some simple example showing how to do that ?

I think that the difficulty for me is that I don't understand well what the code
WithMydialogLayout<TopWindow>
is doing... I suppose that we ask to construct a dialog box from the Layout, with 'TopWindow' as base class ? But what are the possible base classes for dialog boxes ? I was unable to find some document describing the base classses and their hierarchy (as I suggested in this post, some more links between the various pages of documentation should help everybody a lot, especially beginners)

Subject: Re: Dialog box with some internal actions
Posted by dolik.rce on Fri, 18 Mar 2011 12:19:36 GMT
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Hi Jibe,

jibe wrote on Fri, 18 March 2011 09:52I think that the difficulty for me is that I don't understand well what the code
WithMydialogLayout<TopWindow>
is doing...

Actually the problem is not in WithXYZLayout<> template, but in the THISBACK macro... You are missing here is the CLASSNAME typedef inside the MyDlg: typedef MyDlg CLASSNAME;It is neccessary for the THISBACKs to work (have a look how it is defined).

jibe wrote on Fri, 18 March 2011 09:52I suppose that we ask to construct a dialog box from the Layout, with 'TopWindow' as base class ? But what are the possible base classes for dialog boxes ?
Yes, you suppose right. It creates class with TopWindow as base, which has all the Ctrl you defined in the layout. In 95% of cases TopWindow is the correct base class to use, especially in case of dialogs. Alternatively, in other cases, you can use Ctrl as base class (to create Ctrl composed from other Ctrls) or some Frame derived class (when you want to create frame that contains Ctrls). Generally, you can use any class that is derived from Ctrl as a base class (both TopWindow and Frame are Ctrl-derived).

Best regards,
Honza

Subject: Re: Dialog box with some internal actions
Posted by jibe on Fri, 18 Mar 2011 14:17:55 GMT
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I already tried to add the typedef, but I got an error

utton::<anonymous>.Upp::Pusher::WhenPush <<= Upp::callback(OBJECT*, void (METHOD::*)())

and I don't understand well about what the compiler is complaining...

Subject: Re: Dialog box with some internal actions
Posted by dolik.rce on Fri, 18 Mar 2011 14:39:08 GMT
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Oh, so there was one more mistake that I missed (but the unforgiving compiler sees it). To assign WhenPush callback, you should use just plain "=" operator:MyDlg() {
  ...
  action.WhenPush = THISBACK(DoAction);
 }
The "<<=" is shortcut for ".WhenAction =". For other callbacks, only ordinary assignment is used.
BTW: Are you sure you want to use WhenPush? WhenAction gives you the expected results most of the time, I think WhenPush is only for some special cases (I personally never used it).

So, to sum it up:MyDlg() {
  ...
  action <<= THISBACK(DoAction); // Sets WhenAction

```
 /*OR*/ action.WhenAction = THISBACK(DoAction);
 /*OR*/ action.WhenPush = THISBACK(DoAction); // If you really want WhenPush
 }
```
Honza

Subject: Re: Dialog box with some internal actions
Posted by jibe on Fri, 18 Mar 2011 14:47:10 GMT
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Ok, it was that ! Thank you very much !
