Subject: overwritten virtual void LeftDown - how to invoke WhenAction?
Posted by Wolfgang on Wed, 27 Jun 2012 18:20:22 GMT
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Hi, I've created a class based on Button:
class PaintArea : public Button {
in this I overwrite LeftDown Action:
virtual void LeftDown(Point pos, dword flags) {

and now I'm asking how to call, when set, the WhenAction of the Button?
.h
PaintArea myPaintArea;
.cpp
myPaintArea.WhenAction = THISBACK(anotherMethod);

with this code and the virtual void LeftDown the "anotherMethod" method isn't called - what to change in the virtual void LeftDown(..) method to call this method?

Thanks for help!

EDIT: Is it that easy, just call
this->WhenAction(); at the bottom of the LeftDown method?

Subject: Re: overwritten virtual void LeftDown - how to invoke WhenAction?
Posted by dolik.rce on Wed, 27 Jun 2012 18:52:08 GMT
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Hi Wolfgang

Wolfgang wrote on Wed, 27 June 2012 20:20EDIT: Is it that easy, just call
this->WhenAction(); at the bottom of the LeftDown method?
Yes, it is that easy with U++ You don't even have to write the "this->". WhenAction is just a Callback - a stored reference to function. You can call it just like the original function. In case no function has been assigned to the callback, it will simply do nothing.

Best regards,
Honza

Subject: Re: overwritten virtual void LeftDown - how to invoke WhenAction?
Posted by Wolfgang on Thu, 28 Jun 2012 04:20:20 GMT
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every day u++ wows me again! .. and again! ... and again!