Subject: OptionTree loses check state when add Callback for the option.
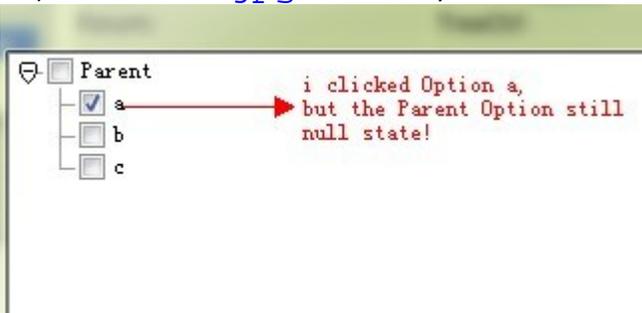Posted by akebee on Fri, 19 Oct 2012 13:18:46 GMT
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```
Add(horz.Horz().SizePos());
optree.SetRoot("Parent");

optree.Add(0,x[0],"a");
optree.Add(0,x[1],"b");
optree.Add(0,x[2],"c");
optree.Open(0);

//if i add below Callback function,the ParentOption`s checkstate //will lose
x[0] <<= THISBACK(OnOption1);
```
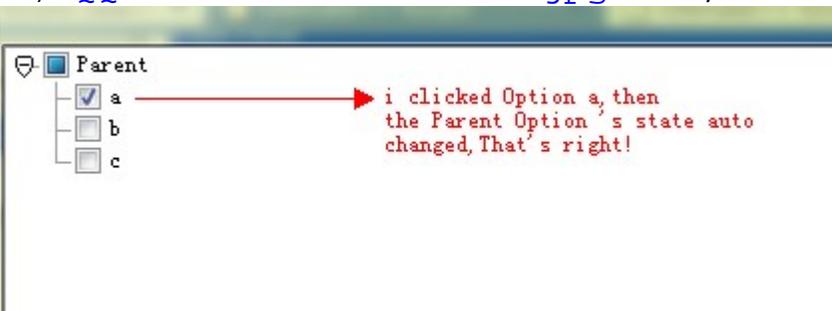
File Attachments
1) Î´ÃüÃû.jpg   , downloaded 715 times

2) QQ½ØÍ¼20121019211515.jpg   , downloaded 755 times

Subject: Re: OptionTree loses check state when add Callback for the option.
Posted by mirek on Sun, 04 Nov 2012 08:12:22 GMT

It is because the WhenAction of Option is used by OptionTree to do the work. So if you replace it with your own callback, nothing happens.

Use operator<< to add callback instead of replacing it:

x[0] << THISBACK(OnOption1);

Mirek