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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);
```

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### File Attachments

1) [Î`ÃüÃû.jpg](#) , downloaded 645 times

2) [QQ½Øî¼20121019211515.jpg](#) , downloaded 685 times

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Subject: Re: OptionTree loses check state when add Callback for the option.

Posted by [mirek](#) on Sun, 04 Nov 2012 08:12:22 GMT

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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

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