Subject: Feature request
Posted by Alboni on Tue, 26 Mar 2013 18:10:25 GMT
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I would like to see things like:

Callback whenKillFocus;
Callback whenSetFocus;
etc.

in Ctrl

that would make writing complicated forms a lot easier.

Subject: Re: Feature request
Posted by mirek on Mon, 10 Feb 2014 19:19:22 GMT
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Alboni wrote on Tue, 26 March 2013 14:10I would like to see things like:

Callback whenKillFocus;
Callback whenSetFocus;
etc.

in Ctrl

that would make writing complicated forms a lot easier.

I understand the sentiment, but 'etc.' can mean a lot... In any case, each such thing means 8 bytes more in sizeof(Ctrl), which is not very good for filling e.g. ArrayCtrl with widgets.

Generally, for focus games, ChildGotFocus and ChildLostFocus virtual methods in parent often even better than those individual callbacks.

Subject: Re: Feature request
Posted by Alboni on Tue, 11 Feb 2014 08:59:59 GMT
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I hear you. I hadn't discovered those functions yet at the time of posting.

Subject: Re: Feature request

Posted by mdelfede on Fri, 28 Feb 2014 11:58:26 GMT

Maybe a generic callback with a 'what' parameter could be added to Ctrl.... I mean

ctrl.GenericAction = THISBACK1(handler)
......
void handler(int reason)

This would not add too much size to ctrl and more 'reasons' could be added in future.