Subject: Is there a message when a control contents changes?
Posted by rxantos on Tue, 04 Nov 2014 01:13:04 GMT
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I want to enable/disable an Apply button inside a dialog if the contents of the controls inside it changes.

Assuming a dialog with many EditString controls. What would be the most efficient (if possible without polling) way to know if any of the controls inside the dialog changed?

Subject: Re: Is there a message when a control contents changes?
Posted by Didier on Tue, 04 Nov 2014 18:53:23 GMT
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Hello Rxantos,

basically all the GUI management is based on events, so if you wan't to do some action if a ctrl changes, use the callbacks of the controls for that (usually the names of the callback members are like : "when...." : WhenAction, WhenPush, ...
You will have to set the callback of all the ctrls you wan't to monitor inside you're dialog.

A nice feature about callbacks is that you can put several actions (callbacks) in one callback !!
You have to use the << operator for this like in this example :
(button.WhenAction << THISBACK(actionOne)) << THISBACK(actionTwo);
This allows you to monitor callbacks while still allowing normal use of the callbacks

Subject: Re: Is there a message when a control contents changes?
Posted by jerson on Wed, 05 Nov 2014 07:17:35 GMT
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Hello Didier

That is a nice tip to remember.

Thank you
Jerson

Subject: Re: Is there a message when a control contents changes?
Posted by mirek on Wed, 05 Nov 2014 13:09:30 GMT
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Important note:

WhenAction is triggered when USER changes the widget (I mean, if the change is a result of user-initiated input event). Changing value by client code does not trigger WhenAction.

(Of course, it also depends on how widget is actually implemented, but all widgets should follow this rule).

Mirek
