Subject: Using a Button to load a window/form using Run. THISBACK syntax
Posted by Edward on Fri, 27 Feb 2015 21:33:24 GMT
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I'm trying to load a layout with the push of a button.

The layout loads here as expected in GUI_APP_MAIN.

```
GUI_APP_MAIN
{
 Form1().Run();   // ***** Displays Form 1 perfectly ****
 //Form2Dlg().Run();  // ***** Displays Form 2 perfectly **** <<- Push button control
}
```

But I can't get the Button coding syntax working. Haven't found THISBACK instructions or example syntax.

Here is my full .CPP code:

```
#include "Form1.h"

//****** Pasted struct code here, from code generator **********
struct Form2Dlg : WithForm2Layout<TopWindow> {
 typedef Form2Dlg CLASSNAME;
 Form2Dlg();
};

Form2Dlg::Form2Dlg()
{
 CtrlLayout(*this, "Form 2");
}
//------------------------

Form1::Form1()
{
 CtrlLayout(*this, "Form 1");
}
//-----------------
class Form1Dlg : public WithForm1Layout<TopWindow> {
 typedef Form1Dlg CLASSNAME;

 void Btnform2();

public:
 Form1Dlg();
};

Form1Dlg::Form1Dlg()
{
 CtrlLayout(*this, "Form 1");
```

```
 btnForm2 <<= THISBACK(Btnform2); // Pushing button to invoke Btnform2 function
}

void Form1Dlg::Btnform2() // Display Form 2 function
{
 Form2Dlg().Run();
}

GUI_APP_MAIN
{
 Form1().Run();   // ***** Displays Form 1 perfectly ****
 //Form2Dlg().Run();  // ***** Displays Form 2 perfectly ****
}
```

Any guidance appreciated

Subject: Re: Using a Button to load a window/form using Run. THISBACK syntax
Posted by Klugier on Fri, 27 Feb 2015 22:23:15 GMT
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Hello Edward,

You should create instance of "Form1Dlg" and run it instead of "Form1":

```
GUI_APP_MAIN
{
 Form1Dlg().Run();   // ***** Displays Form 1 perfectly ****
 //Form2Dlg().Run();  // ***** Displays Form 2 perfectly ****
}
```

It seems you have unnecessary class "Form1". In this class you didin't define any implementation of "btnForm2" action. So, for me it seems that this is school mistake

Sincerely,
Klugier

Subject: Re: Using a Button to load a window/form using Run. THISBACK syntax
Posted by Edward on Fri, 27 Feb 2015 22:48:44 GMT
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That was it, I had a Form1 Class in the header file, without a reference to the button.

Eliminated the Form1Dlg class.

Thanks

Its been 30 years since school...
