Subject: THISBACK, is there a THATBACK?
Posted by ptkacz on Sun, 26 Mar 2017 04:50:06 GMT
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On the click of a button, if we want to perform some type of action, we can specify:

myPanel.someBtn << THISBACK(doThis);

"doThis" is a local method that's executed on the click of the button, "someBtn". If wanting to for example call a method of an already created object, how does one specify something like:?

myPanel.someBtn << THISBACK(canvas.doThis);

Is there a way to do this, call a method of an object?

Peter

Subject: Re: THISBACK, is there a THATBACK?
Posted by Zbych on Sun, 26 Mar 2017 09:10:30 GMT
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ptkacz wrote on Sun, 26 March 2017 06:50how does one specify something like:?

myPanel.someBtn << THISBACK(canvas.doThis);
Peter

Take a look at source code of THISBACK:

#define THISBACK(x)   callback(this, &CLASSNAME::x)

You just need pointer to an object and method:

myPanel.someBtn << callback(&canvas, &Canvas::doThis);

Subject: Re: THISBACK, is there a THATBACK?
Posted by ptkacz on Mon, 27 Mar 2017 04:22:07 GMT
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Thanks Z. Awesome, that worked! I was able to locate the header file that the macro and callback are defined in. Thanks for your help.

Peter