Subject: ToolBar Callback weirdness
Posted by Alboni on Fri, 27 Jan 2012 23:48:36 GMT
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I created the next example to show off a problem I'm having with my app: (project added in zipfile)

For some reason the variable 'tool' is always 1 in the function ToolBarContent (callback for filling the toolbar) while it has the correct values everywhere else.
Is there some multithreading issue going on? I tried making 'tool' volatile but that didn't help. Changing to multithreading library didn't change it either.

(I use Visual C++ 2010 Express)

----------example----------

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define IMAGEFILE <bartest/bartest.iml>
#define  IMAGECLASS bartest
#include <Draw/iml.h>

struct BarTest: TopWindow {
 ToolBar toolbar;
 int tool;

 typedef BarTest CLASSNAME;

 BarTest()
 {
  tool=1;
  AddFrame(toolbar.Left());
  toolbar.Set(THISBACK(ToolBarContent));
 }

 virtual void Paint(Draw& w)
 {
       char s[80];
     w.DrawRect(GetSize(), Gray());
    sprintf(s,"tool=%d",tool); // yeah I know
  w.DrawText(200,220,s);
    }

    void MoveClicked()
    {
        tool=1;
        Refresh();
    }
```

```
    void RotateClicked()
    {
        tool=2;
        Refresh();
    }

    void ToolBarContent(Bar& bar)
 {
  bar.Add("Move", bartest::move(), THISBACK(MoveClicked)).Check(tool==1);
  bar.Add("Rotate", bartest::rotate(), THISBACK(RotateClicked)).Check(tool==2);
 }
};


GUI_APP_MAIN
{
 BarTest().Run();
}
```

File Attachments

1) bartest.zip, downloaded 483 times