
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
