

Adding a Custom Control to a Barista Form

Add a custom checkbox control relative to another control on the form:

```
[[MYTABLE.AWIN]]
```

```
rem "After Window Create" (AWIN)
```

```
rem --- compute coordinates relative to an existing control
```

```
base_ctl! = callpoint!.getControl("MYTABLE.MYCONTROL")
```

```
base_x = base_ctl!.getX()
```

```
tmp_x = base_x + base_ctl!.getWidth() + 10
```

```
tmp_y = base_ctl!.getY() + base_ctl!.getHeight()
```

```
tmp_h = base_ctl!.getHeight()
```

```
tmp_w = 200
```

```
rem --- get starting range suggested for custom controls
```

```
nxt_ctlID = num(stbl("+CUSTOM_CTL", err=std_error))
```

```
rem --- create the custom control
```

```
mycheckbox! = Form!.addCheckBox(nxt_ctlID, tmp_x, tmp_y, tmp_w, tmp_h,
```

```
Translate!.getTranslation("My Checkbox"), $04$)
```

```
rem --- store the custom control object in the DevObject table to share between callpoints
```

```
callpoint!.setDevObject("mycheckbox", mycheckbox!)
```

```
rem --- set callbacks to be processed in "After Custom Event" (ACUS) callpoint
```

```
mycheckbox!.setCallback(mycheckbox!.ON_CHECK_OFF, "custom_event")
```

```
mycheckbox!.setCallback(mycheckbox!.ON_CHECK_ON, "custom_event")
```

```
[[MYTABLE.ACUS]]
```

```
rem "After Custom Event" (ACUS)
```

```
rem --- retrieve custom control object from shared DevObject table
```

```
mycheckbox! = callpoint!.getDevObject("mycheckbox")
```

```
rem --- Alternative event handling with notify/notice for grid events, etc.
```

```
rem dim gui_event$:tmpl(gui_dev)
```

```
rem dim notify_base$:noticetpl(0,0)
```

```
rem gui_event$ = SysGUI!.getLastEventString()
```

```
rem if gui_event.code$ = "N"
```

```
rem    notify_base$ = notice(gui_dev, gui_event.x%)
```

```
rem    dim notice$:noticetpl(notify_base.objtype%, gui_event.flags%)
rem    notice$ = notify_base$
rem endif
rem ctl_id = dec(gui_event.id$)
```

```
rem --- get event object and process
event! = SysGUI!.getLastEvent()
switch event!.getControl().getID()
    case mycheckbox!.getID()
        gosub process_mycheckbox
    break
swend
```

```
[[MYTABLE.CUSTOM]]
rem "Custom Routines" (CUSTOM)
```

```
process_mycheckbox:
    rem ...do something...
return
```