Adding More User Buttons

Example of adding Button 11

<u>Fresh start of adding User Buttons.12/04/2014 11:30Am</u>

Copy&Paste button cells in the IDD_ToolSetupButtonsPage file.

Copy&Paste a user button in the Main Dialog Face file.

<u>ToolSetupButtonsPage.h changes and additions:</u>

1) Change: #define NUSERBUTTONS 10 to #define NUSERBUTTONS 11

2) Add: CString m_Button11;

3) Add: CString m_PS_M21;

4) afx_msg void OnDirM21();

<u>ToolSetupButtonsPage.cpp file changes and additions:</u>

1) Add: m_PS_M21= McodeActions[21].String;

2) Add: DDX_Text(pDX, IDC_PS_M21, m_PS_M21);
      DDV_MaxChars(pDX, m_PS_M21, 255);

3) Add: DDX_Text(pDX, IDC_Button11, m_Button11);
       DDV_MaxChars(pDX, m_Button11, 12);

4) Add: DDX_CBIndex(pDX, IDC_Action_M21, McodeActions[21].Action);

5) Add: DDX_Text(pDX, IDC_P1_M21, McodeActions[21].dParams[0]);

6) Add: DDX_Text(pDX, IDC_P2_M21, McodeActions[21].dParams[1]);

7) Add: DDX_Text(pDX, IDC_P3_M21, McodeActions[21].dParams[2]);

8) Add: DDX_Text(pDX, IDC_P4_M21, McodeActions[21].dParams[3]);

9) Add: DDX_Text(pDX, IDC_P5_M21, McodeActions[21].dParams[4]);

10) Add: DDX_Text(pDX, IDC_PS_M21, m_PS_M21);
       DDV_MaxChars(pDX, m_PS_M21, 255);

11) Add: DDX_Text(pDX, IDC_ButtonKey11, UserButtonKeys[11]);

12) Add: strncpy(McodeActions[21].String,m_PS_M21,255);

13) Add: ON_BN_CLICKED(IDC_Dir_M21, OnDirM21)

14) Add: ON_CBN_CLOSEUP(IDC_Action_M21, OnCloseupAction)

15) Add:

```
      SetAction(&McodeActions[21], IDC_Action_M21,IDC_S1_M21,IDC_S2_M21,IDC_S3_M21,IDC_S4_M21,IDC_S5_M21,IDC_Dir_M21,

                      IDC_P1_M21,IDC_P2_M21,IDC_P3_M21,IDC_P4_M21,IDC_P5_M21,IDC_PS_M21);
```

16) Add: void CToolSetupButtonsPage::OnDirM21()
```
               {
                      DoDirectoryBrowse(&McodeActions[21]);
               }
```
17) Add: if (CheckThreadNo(IDC_P1_M21,&McodeActions[21])) return FALSE;

KMotionCNCDlg.h file changes and additions:

1) Add: CString m_Button11;

2) Add: afx_msg void OnBut11();

KMotionCNCDlg.cpp file changes and additions:

1)   Add: CSTRING(m_Button11);

2)   Add: CSTRING(CommandHistory[11]);

3)   Add: INT (m_UserButtonKeys[11]);

4)   Add: ON_BN_CLICKED(IDC_But11, OnBut11)

5)   Add: EASYSIZE(IDC_But11,   ES_BORDER,ES_KEEPSIZE,ES_KEEPSIZE,ES_BORDER,0)

6)   Add: else if (wParam == TheFrame->GCodeDlg.m_UserButtonKeys[11])
```
          {
               TheFrame->GCodeDlg.SendMessageA(WM_COMMAND,IDC_But11);
          }
```
7)   Add: Dlg.m_ToolSetupButtonsPage.m_Button11 = m_Button11;

8)   Add: m_Button11 = Dlg.m_ToolSetupButtonsPage.m_Button11;

9)   Add: void CKMotionCNCDlg::OnBut11()
```
          {
               Interpreter->InvokeAction(21,FALSE);
          }
```
10)   Add: SetAUserButton(IDC_But11,m_Button11);

Error/Bugs:

12/4/2014 – 12:35PM

Unhandled exception at 0x78637e19 in KMotionCNC.exe: 0xC0000005: Access violation reading location 0x0000009c.