

Adding Jog Percent Cell

Step by step on adding Jog cell to a Main Dialog Face and notes on the code it takes to do this. Using Visual Studio 2008.

- 1) Copy cell from IDD_ToolSetupTPPage.cpp file.
- 2) Paste cell to Main Dialog.
- 3) Copy&Paste an Apply button from the Main Dialog Face (example: the Feed Rate Apply button.)and place it on the Main Dialog Face.
- 4) Copy this code from the ToolSetupTPPage.cpp to the KMotionCNCDlg.cpp file.
DDX_Text(pDX, IDC_JogSlowPercent2, m_JogSlowPercent);
- 5) Then add an entry to the Message Table to link that ID to the Function Handler by adding this code to the KMotionCNCDlg.cpp file:
ON_BN_CLICKED(IDC_JogSpeedApply, OnJogSpeedApply)
- 6) Whenever a new function to a class is added, like in step 5, the function definition also needs to be added to the class definition. Add this code to the KMotionCNCDlg.h:
afx_msg void OnJogSpeedApply();
- 7) Additionally the Jog Buttons are told the Jog Speeds and directions when they are created when the Main Dialog is created. So simply updating the variable wouldn't have any effect on the behavior of the Jog buttons. The simplest thing to do would be to completely destroy the main dialog and re-create it if the Operator pushes the Apply button. Add:

```
DestroyWindow();  
Create(IDD_KMOTIONCNC_0_ORIGINAL+m_DialogFace); // put up the real main window
```

to the Apply Event handler function after the call to UpdateData. Also if the Operator enters invalid numeric characters, or an invalid value into any Cell, then UpdateData() will pop up an error message, it will highlight the invalid screen cell, and return false indicating an invalid screen cell was detected. In this case we would not want to recreate the Main Screen. So the entire Apply handler is below, add it the KMotionCNCDlg.cpp file:

```
void CKMotionCNCDlg::OnJogSpeedApply()  
{  
    if (!UpdateData()) return; // update variables and check for errors. Return here if there was an error  
  
    // All screen valuse converted successfully, so re-create the Main Screen using the new values  
  
    DestroyWindow();  
    Create(IDD_KMOTIONCNC_0_ORIGINAL+m_DialogFace); // put up the real main window  
  
    m_LastFixtureDisplayed=m_LastToolDisplayed=-1;  
  
}
```

Note: You may need to remove the following lines from your Setupfile. (ToolSetup>Tool/SetupFiles page.)

```
axis_offset_x    0.0    any real number  
axis_offset_y    0.0    any real number  
axis_offset_z    0.0    any real number
```

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