

Forum:[Hack Forums](#)

Thread: [\[TUT\] How to add dynamically add events. \[N00B FRIENDLY\]](#)

Cody8295 - March 26, 2011, 8:30 pm

[TUT] How to add dynamically add events. [N00B FRIENDLY]

Note: I will not use any code tags or include any text code, simply for the fact that you cannot C&P this. If you don't already know how to do this, you'll have to learn. I will use pictures from which you can READ and UNDERSTAND the code.

Alright, I wrote this simple tutorial because it's pretty easy and very helpful. Everyone should know how to do this.

Step 1.) Create a new project and give it a name-

[img]http://content.screencast.com/users/codydv/folders/Jing/media/33564288-0247-435f-97a1-9b754ac5e4fe/2011-03-26_2319.png[/img]

Step 2.) Double click the form to bring up the Form_Load code-

[img]http://content.screencast.com/users/codydv/folders/Jing/media/7e6db3c0-bc52-4fd1-9cd7-f5cff3378354/2011-03-26_2322.png[/img]

Step 3.) Study the code below and try it out-

[img]http://content.screencast.com/users/codydv/folders/Jing/media/1f0e0542-aec7-4873-9ca0-f26dab695580/2011-03-26_2328.png[/img]

Step 4.) You're done! Try it out.

[img]http://content.screencast.com/users/codydv/folders/Jing/media/0adce992-600a-4f0d-bf86-9be304ff212c/2011-03-26_2329.png[/img]

Thanks for reading. And I know it's a pretty small tutorial but it's mainly for beginners.

EDIT: To remove a handle dynamically, you could simply use the RemoveHandler method.

Code RemoveHandler abutton.click, abutton_click

Deceptive - March 26, 2011, 9:38 pm

I love you<3 :3 Will use this in the future.

iiTzUncleSam - March 26, 2011, 9:39 pm

You can do that for everything, really.

Just a heads up for everyone else.

wir - March 26, 2011, 11:57 pm

Cool, easy to understand tutorial
I gonna use this

Cody8295 - March 27, 2011, 8:53 am

I appreciated the feedback guys. Thanks a lot.

nathan72389 - March 27, 2011, 9:28 am

Quote:EDIT: To remove a handle dynamically, you will need to do this:

yes?

nothing?

i will do nothing?

Cody8295 - March 27, 2011, 9:33 am

(Mar 27, 2011 09:28 AM)nathan72389 Wrote: [\[CITE\]](#) yes?

nothing?

i will do nothing?

Oops, I dun goofed, I'll fix that now.

Son_Of_Diablo - May 31, 2011, 5:51 am

Nice tut thanks! :D

I just have one question:

How can i tell it to add a button with the name from TextBox1.text ?

Thanks :)

Son_Of_Diablo - May 31, 2011, 6:15 am

(May 31, 2011 06:03 AM)Hell Guardian Wrote: [\[CITE\]](#) Simply

PHP Code

```
<?php
```

```
AButton.Text = Textbox1.Text
```

Thanks you! :D

That really helped me :D

Th? Jok3?™ - June 11, 2011, 12:15 pm

I don't see what the use of this is tbh.

Just add a button & add MESSagEbox("blablabla") ?

Cody8295 - June 11, 2011, 12:22 pm

(Jun 11, 2011 12:15 PM)DaM| Wrote: [\[CITE\]](#) I don't see what the use of this is tbh.

Just add a button & add MESSagEbox("blablabla") ?

...It could be used for adding buttons at runtime, instead of in the ide, with an event handler.

Zer0Fact0r - June 11, 2011, 1:36 pm

Code AddHandler AButton.Click, AddressOf Abutton_ClickHandle 'setting the handle for the Abutton's click event to the subroutine down below

wut. "Setting" the "handle" doesn't make sense, since you can have multiple handlers for a single event.

Eclipse - June 11, 2011, 2:40 pm

Aww, thanks you for this. Im going to ues this. :D

Eclipse - June 11, 2011, 2:40 pm

Aww, thanks you for this. Im going to ues this. :D