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Signals

Programming with *gtkmm* 3

gtkmm, like most GUI toolkits, is *event-driven*. When an event occurs, such as the press of a mouse butt appropriate signal will be *emitted* by the Widget that was pressed. Each Widget has a different set of si it can emit. To make a button click result in an action, we set up a *signal handler* to catch the button's "c signal.

gtkmm uses the libsigc++ library to implement signals. Here is an example line of code that connects a Gtk::Button's "clicked" signal with a signal handler called "on_button_clicked":

```
m_button1.signal_clicked().connect( sigc::mem_fun(*this,
  &HelloWorld::on_button_clicked) );
```

For more detailed information about signals, see the appendix.

For information about implementing your own signals rather than just connecting to the existing *gtkmm* see the appendix.

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About