

# CamMonitor.ocx

**OnCamListChange** (long **cam\_id**, long **action**) -

• long **cam\_id** - .

• long **action** - 1, **id** == **cam\_id** , **action** == 0.

, . **OnCamListChange** **cam\_id** (cam\_id < 0).

,, 3 (1, 2, 3), :

CamListChange(1,1)

CamListChange(2,1)

CamListChange(3,1)

CamListChange(-1,1)

:

cam\_id =2 compress =1;

```
CamMonitor1CamListChange(long cam_id, long action)
{
    if(cam_id == -1)
    {
        CamMonitor1->ShowCam(2,1,1);
    }
}
```