
Subject: Images not showing and callback not taking lambda

Posted by [slashupp](#) on Tue, 11 Dec 2018 11:39:10 GMT

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using linux (devuan) and latest svn for upp

problem 1.

in attached project only the first thumbnail shows while the others are not visible but still responding to the mouse

problem 2.

I had to replace callback with std::function to get it to work

any help in pointing out what I am doing wrong in these cases will be appreciated
thx

File Attachments

1) [test_thumbnail_panel.zip](#), downloaded 321 times

Subject: Re: Images not showing and callback not taking lambda

Posted by [Oblivion](#) on Tue, 11 Dec 2018 21:03:53 GMT

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Hello slashupp,

I can see two things:

- 1) Callback is deprecated. You should be able to use Event<> instead, which is basically an alias for Upp::Function<void()>.
- 2) Try using Size() instead of Rect() (This means Rect(0, 0, cx, cy), as you're erroneously offsetting both theCtrls AND the images in your code. That's why the images are invisible: x and y values of the images should be 0.

E.g.

```
struct Thumbnail : public Ctrl //clickable rect with a picture in it
```

```
{  
    using CLASSNAME=Thumbnail;  
    Image pic;  
    bool bldn;
```

```
    //Callback WhenClick; //doesn't want to play nice with lambda ?!?!  
    Event<> WhenClick;
```

```
virtual~Thumbnail(){ }
```

```
Thumbnail() { bldn=false; }
```

```
Thumbnail(Image img, Event<> cb, const std::string &desc="") { bldn=false; pic = img;  
Tip(desc.c_str()); WhenClick=cb; }
```

```
virtual void Paint(Draw &drw)
```

```
{  
  drw.DrawRect(GetSize(), SColorFace());  
  drw.DrawImage((Rect) GetSize(), pic); // means Rect(0, 0, cx, cy);  
}
```

```
virtual void LeftDown(Point p, dword kf) { bldn=true; }
```

```
virtual void LostFocus() { bldn=false; }
```

```
virtual void LeftUp(Point p, dword kf) { if (bldn) if (WhenClick) WhenClick(); }
```

```
};
```

Best regards,
Oblivion

Subject: Re: Images not showing and callback not taking lambda

Posted by [slashupp](#) on Tue, 11 Dec 2018 21:37:54 GMT

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thx oblivion, that did the trick

when I saw "Event" I remembered & saw in some of my older code that I used it before - my
memory is packing-up

thx dude
