

I'm using overloaded functions:

```
void ViewHistory()  
{  
    some code  
}
```

```
void ViewHistory(String conditions)  
{  
    some other code  
}
```

I'm calling this function by using THISBACK like this:

```
bar.Add("Aufwahlhistorie", ImgMainWnd::history(),  
THISBACK(ViewHistory)).Key(K_ALT_A).Help("Aufwahlhistorie").Enable(true);
```

Before i used overloading all went fine, since i'm using this overloaded function i got the following compile-error:

K:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(734) : error C2668: 'Upp::callback' : ambiguous call to overloaded function

c:\upp\uppsrc\core\Cbgen.h(229): could be 'Upp::Callback1<P1>
Upp::callback<prohibisZA,prohibisZA,Upp::String>(OBJECT *,void (__th
iscall prohibisZA::*)(P1))'

with

[

P1=Upp::String,
OBJECT=prohibisZA

]

c:\upp\uppsrc\core\Cbgen.h(80): or 'Upp::Callback

Upp::callback<prohibisZA,prohibisZA>(OBJECT *,void (__thiscall prohibisZA:
:*)(void))'

with

[

OBJECT=prohibisZA

]

while trying to match the argument list '(prohibisZA *const , overloaded-function)'

K:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(734) : error C2228: left of '.Key' must have class/struct/union

K:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(734) : error C2228: left of '.Help' must have class/struct/union
K:\Entwicklung\UPP\prohibisZA\prohibisZA.cpp(734) : error C2228: left of '.Enable' must have class/struct/union

How do i use THISBACK when using function-overloading?
