
Subject: Only one additional argument for Bar callback?

Posted by [Mindtraveller](#) on Fri, 10 Apr 2009 17:15:51 GMT

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As it was stated in U++ docs, I may post additional argument to a function creating a toolbar:

```
void OnUpdateGraphToolbar(GraphProjectUI &ui, bool newTabSelected)
{
    ui.toolsGraphs.Clear();
    ui.toolsGraphs.Set(callback1(this, &GraphProject::SetToolsGraphs, &ui));
}
```

```
void SetToolsGraphs(Bar &b, GraphProjectUI *ui)
{
    geecs.InstallToDropCtrl(ui->colls);
    b.Add(ui->colls, 100, ui->colls.GetStdSize().cy);
    b.Add(!ui->colls.GetData().IsNull(), GraphEditorImg::graph_add, callback(this,
&GraphProject::Dummy));
    b.ToolGapRight();
    b.Separator();
    b.Add(false, GraphEditorImg::graph_remove, callback(this, &GraphProject::Dummy));
}
```

But when I try to post two additional arguments: void OnUpdateGraphToolbar(GraphProjectUI &ui, bool newTabSelected)

```
{
    ui.toolsGraphs.Clear();
    ui.toolsGraphs.Set(callback2(this, &GraphProject::SetToolsGraphs, &ui, newTabSelected));
}
```

```
void SetToolsGraphs(Bar &b, GraphProjectUI *ui, bool newTabSelected)
{
    if (newTabSelected)
        geecs.InstallToDropCtrl(ui->colls);
    b.Add(ui->colls, 100, ui->colls.GetStdSize().cy);
    b.Add(!ui->colls.GetData().IsNull(), GraphEditorImg::graph_add, callback(this,
&GraphProject::Dummy));
    b.ToolGapRight();
    b.Separator();
    b.Add(false, GraphEditorImg::graph_remove, callback(this, &GraphProject::Dummy));
}
```

-- it fails to compile!

I may of course work around this, but IMO it is a U++ bug.
