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Subject: Re: partial parametrizing of Callback<>  
Posted by [kohait00](#) on Fri, 16 Jul 2010 05:06:33 GMT  
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yeaaaaaa, and it works..thanks a lot.

i didnt know something like that was possible, found callback was strict enough concerning type checks.. well perfect. has this support for such semmi parametrized Callback arrived recently or already long time ago.

but what does not work is with 3 params..

```
void MyCallback::Action(int i, float f)
{
    RLOG("" << i << " " << f);
}
```

```
void MyCallback::Action2(int i, float f, int k)
{
    RLOG("" << i << " " << f);
}
```

```
void MyCallback::Test()
{
    //works
    Callback1<int> cb;
    cb = callback1(this, &CLASSNAME::Action, 12.0f);
    cb(123);

    //DONT works
    Callback2<int, float> cb2;
    cb2 = callback2(this, &CLASSNAME::Action2, 1234);
    cb2(234, 10.f);
```

```
    //DONT works
    Callback1<int> cb3;
    cb3 = callback1(this, &CLASSNAME::Action2, 1234, 13.0f);
    cb3(234);
}
```