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Subject: RectTracker : usage of the callback sync  
Posted by [omari](#) on Sun, 11 Mar 2012 16:16:59 GMT  
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Hello Mirek,

I am using RectTracker and i want to aligne to a grid while tracking a rect.  
to do that, i use the callback sync :

to let that work, i do two changes to RectTracker:

#### 1. CtrlCore.h line 1457

I modified the type of parameter of the callback1 from Rect to Rect&,

```
Callback1<Rect&> sync;
```

instead of

```
Callback1<Rect> sync;
```

#### 2. LocalLoop.cpp lines 174..180

to let DrawRect() clear the old Rect, i change the order of call to methodes sync() and DrawRect in the MouseMove() methode

```
if(rect != o) {  
    rect = Round(rect);  
    if(rect != o) {  
        sync(rect);  
        DrawRect(o, rect); // DrawRect after sync, not before.  
        o = rect;  
    }  
}
```

instead of

```
if(rect != o) {  
    rect = Round(rect);  
    if(rect != o) {
```

```
DrawRect(o, rect);
sync(rect);
o = rect;
}
}
```

the sync callback is it made for this kind of use? or I must use a Rounder instead ?

Thanks

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