Subject: Event.execute
Posted by deep on Sat, 24 Sep 2016 10:04:02 GMT
View Forum Message <> Reply to Message

Hi,

I want to use formeditor from bazaar.

While compiling I get following error.
It is related to callback

Using Windows10 MSC15

Same error for many callbacks. Execute is used at many places.
I will make changes once I know what to use.

\bazaar\formeditor\FormView.hpp(143): error C2039: 'Execute': is not a member of 'Upp::Event<Upp::Bar &>'
\bazaar\formeditor\FormView.hpp(144): error C2039: 'Execute': is not a member of 'Upp::Event<const Upp::Vector<int> &>'
\bazaar\FormEditor\FormViewGeneral.cpp(58): error C2039: 'Execute': is not a member of 'Upp::Event<>'
\bazaar\FormEditor\FormViewGeneral.cpp(237): error C2039: 'Execute': is not a member of 'Upp::Event<>'
\bazaar\FormEditor\FormViewActions.cpp(41): error C2039: 'Execute': is not a member of 'Upp::Event<>'
\bazaar\FormEditor\FormViewActions.cpp(42): error C2039: 'Execute': is not a member of 'Upp::Event<const Upp::Vector<int> &>'

```
 WhenUpdateLayouts.Execute();
```

So for this action what should be used?