
Subject: Event.execute

Posted by [deep](#) on Sat, 24 Sep 2016 10:04:02 GMT

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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?
