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Subject: Re: FileSelector lambda troubles  
Posted by [Klugier](#) on Sun, 02 Apr 2017 21:25:07 GMT  
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Hello,

For me the overall design of this dialogue is strange and wearied. What you want to do is to have dialog class that returns some specific value:

```
class NewFLdlg final : public WithMyAwesomeLayout<TopWindow>
{
public:
    NewFLdlg() {
        // This callback logic should be implemented here... (Not outside the class - I am not sure
why we have public inheritance here)
        button.WhenAction = [=] {
            // this->fsp should be available here.
        }
    }

    String GetFsp() const { return fsp; }

private:
    String fsp;
};

// Then in the main code
NewFLdlg dlg;
if (dlg.Execute() == IDOK) // Check if user close dialog with success - you need "OK" button for
such operations...
{
    String fsp = dlg.GetFsp(); // Here you should have valid fsp with nice object related design.
}
```

Sincerely,  
Klugier

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