
Subject: Re: Images not showing and callback not taking lambda

Posted by [Oblivion](#) on Tue, 11 Dec 2018 21:03:53 GMT

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Hello slashupp,

I can see two things:

- 1) Callback is deprecated. You should be able to use `Event<>` instead, which is basically an alias for `Upp::Function<void()>`.
- 2) Try using `Size()` instead of `Rect()` (This means `Rect(0, 0, cx, cy)`, as you're erroneously offsetting both the `Ctrls` AND the images in your code. That's why the images are invisible: x and y values of the images should be 0.

E.g.

```
struct Thumbnail : public Ctrl //clickable rect with a picture in it
```

```
{
    using CLASSNAME=Thumbnail;
    Image pic;
    bool bldn;
```

```
//Callback WhenClick; //doesn't want to play nice with lambda ?!?!
Event<> WhenClick;
```

```
virtual~Thumbnail(){ }
Thumbnail() { bldn=false; }
```

```
Thumbnail(Image img, Event<> cb, const std::string &desc="") { bldn=false; pic = img;
Tip(desc.c_str()); WhenClick=cb; }
```

```
virtual void Paint(Draw &drw)
{
    drw.DrawRect(GetSize(), SColorFace());
    drw.DrawImage((Rect) GetSize(), pic); // means Rect(0, 0, cx, cy);
}
virtual void LeftDown(Point p, dword kf) { bldn=true; }
virtual void LostFocus() { bldn=false; }
virtual void LeftUp(Point p, dword kf) { if (bldn) if (WhenClick) WhenClick(); }

};
```

Best regards,
Oblivion
