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?

Subject: Re: Event.execute
Posted by deep on Sat, 24 Sep 2016 11:05:27 GMT
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Hi,

I think I have figured out what change is required.

What should be diff file format.
Required changes are at many places and multiple files.

Will upload diff file.

7z of modified files from bazaar/FormEditor

File Attachments

1) FormEditor.7z, downloaded 406 times

Subject: Re: Event.execute
Posted by mirek on Sun, 25 Sep 2016 19:00:57 GMT
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Thanks, applied.
