
Subject: Re: Add layout

Posted by [koldo](#) on Sun, 22 Jul 2012 20:51:38 GMT

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Hello Varu

The concepts you use are rather advanced for me. However I can tell you that with this declaration:

```
class PLC_COMPILER : public WithPLC_COMPILERLayout<TopWindow>
```

```
{
```

```
public:
```

```
    typedef PLC_COMPILER CLASSNAME;
```

```
...
```

```
    void (*p[256] ) ();
```

This is not permitted:

```
p[0] = &Add();
```

However this is permitted:

```
p[0] = Add;
```

If Add() is declared static.

If you really needed a pointer to member function you can check that here (

<http://www.codeguru.com/cpp/cpp/article.php/c17401/C-Tutoria-I-PointertoMember-Function.htm>).

U++ callbacks are rather nice and simple. You can see a small introduction here

([http://www.ultimatepp.org/www\\$upweb\\$overview\\$en-us.html](http://www.ultimatepp.org/www$upweb$overview$en-us.html))
