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Subject: Re: <<= and <<

Posted by [waxblood](#) on Thu, 06 Dec 2007 22:44:16 GMT

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Quote:Quote:I'm wondering, given the fact quite nobody uses the '<<' form, would it be possible to convert the '<<=' behaviour to '<<'?

Well, once again interesting idea... But here I am a bit afraid about changed semantics.

Mirek

Well, in fact that wasn't a great idea. Here's some better thought:

Quote:2. In real world applications, single action per callback is simply 99% of cases.

I had the suspect of a similar percentage, but now that it is confirmed I think it's time to plan a switch to the '<<' form. I think these should be the steps to follow:

a) fix the following problem:

writing

```
somebutton << THISBACK(Press) <<= THISBACK(Press2);
```

results in a compiling problem, which is right since adding callback Press to just replace it with Press2 with the <<= doesn't make sense. But, if you write

```
somebutton <<= THISBACK(Press) << THISBACK(Press2);
```

IMO the compiler shoudn't complain, since replacing callbacks stack with Press and adding then Press2 seems a logic step. In fact the compiler doesn't complain, but at runtime you get no results when pressing somebutton. If this is not a bug, is a bad incongruence at least.

b) start to write new Ultimate++ code with '<<' form.

c) change examples,reference and tutorials (I think this step should be possibly made in one single pass, to avoid generating confusion among users should be just a matter of find & replace (probably replace \_all\_)

d) place a warning or a suggestion when encountering '<<=', saying in 99% '<<' should be preferred (maybe pointing to an html page explaining way). This should be only a transitional message. Would it be possible to easily turn off the message for upp source?

e) Replace '<<=' in existing code with '<<' (more time consuming).

David