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Subject: Re: Possible improvements to U++ callbacks

Posted by [mirek](#) on Fri, 19 Sep 2008 06:16:11 GMT

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cas\_ wrote on Thu, 18 September 2008 13:34

What if you delete an object, which is pointed by a callback placed in some chain? Some existing signal/slot libraries (like libsigc++) give you even possibility to handle such situations automatically (in sigc++ it's enough to derive your class from sigc::trackable).

Actually, to some degree, this is possible in U++ too - see pteback family.

Quote:

What do you think about improving U++ callbacks in this way? Would you find it useful? It should be possible to extend current implementation without losing backward compatibility.

Well, I think this is a good idea, however I see very limited benefit. In fact, even the chaining is sort of redundant.

In reality, I do not remember a usecase where I would have been sorry of not having what you suggest. And simplicity is a virtue of its own

Mirek

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