Subject: Re: What is the purpose of "typedef MyClass CLASSNAME"?
Posted by andrei_natanael on Thu, 29 Jan 2009 17:42:49 GMT

It is useful when you use callbacks, it allow you to write something like THISBACK(Fun) instead of callback(this, &MyClass::Fun). So, it's a shortcut when your callback functions are part of your class. See <Core/Callback.h> for details.