
Subject: Re: Possible improvements to U++ callbacks
Posted by [jlfranks](#) on Mon, 23 Mar 2009 20:43:36 GMT
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Your missing Use Case:

We are using U++ callbacks as multi-cast delegates in a publish-subscribe event message scheme.

Up until now, the subscribers were static, i.e., setup when objects were instanced at application start-up.

We are starting on Modbus mapping of data <--> modbus registers using multiple tree controls and callbacks to do the heavy lifting of data I/O. This mapping is dynamic at run-time and can be changed by the operator.

This means that the delegate must have the capability of removing one-of-n callback functions (Subscriber) from the callback list.

I'm not sure how to do that with PTEBACK().

Can you provide me with more insight on this?

--jlf
