Subject: Re: Possible improvements to U++ callbacks
Posted by mirek on Tue, 24 Mar 2009 11:10:10 GMT
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jlfranks wrote on Mon, 23 March 2009 16:43Your 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

Well, PTEBACK probably cannot really solve this issue, because it would leave Callback record intact, only made it "inactive" after destruction of pointeee.

I think that in order to correctly solve this issue, you would have to use some sort Vector<Callback> and unsubscribe command that does remove from this.

There are many possible approaches to the problem..

Mirek