Subject: Re: Basic question regarding callbacks
Posted by mrjt on Mon, 21 Jun 2010 16:24:44 GMT
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- delegates:
For a global function (as you would have in C) you need only a pointer to the function to call it. If the function is a member function of a class (as you might get in C++) you also need to know which object to call the function against and so you must additionally store an object pointer. This combination is a 'delegate', but it's just a name for a common type of structure.

-debugging
GCC breakpoints (in TheIDE) don't work if the program is running, it's a real pain. You need to set them before execution or when the debugger has already stopped.

To inspect variables you need to use the immediate window (Ctrl+Q while debugging). I tend to do my debugging on Windows first for these reasons.