Subject: Re: partial parametrizing of Callback<>
Posted by dolik.rce on Thu, 15 Jul 2010 20:36:34 GMT
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kohait00 wrote on Thu, 15 July 2010 21:33hi folks,

imagine i want to do the following


```
void MyCallback::Action(int i, float f)
{
 RLOG("" << i << " " << f);
}

void MyCallback::Test()
{
 Callback1<int> cb;
 cb = callback2(this, &CLASSNAME::Action, 1.0f); //latter param already specified
 cb(123); //first parameter specified now
}
```


partially specify the arguments to the callback, the rest specify later.

would it be possible with callbacks (i imagine one needs to extend the template generators for that)?

Hi kohait,

If I understand right what you want to achieve, than it is possible and actually quite easy :

```
void MyCallback::Action(int i, float f)
{
 RLOG("" << i << " " << f);
}

void MyCallback::Test()
{
 Callback1<int> cb;
 cb = callback1(this, &CLASSNAME::Action, 1.0f);
 cb(123);
}
```

As you can see, you were very close, just one letter is different

Hope I got you question right, it looks suspiciously simple.

Best regards,
Honza