Subject: Re: Add layout

Posted by koldo on Sun, 22 Jul 2012 20:51:38 GMT

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Hello Varu

```
The concepts you use are rather advanced for me. However I can tell you that with this declaration:
class PLC_COMPILER: public WithPLC_COMPILERLayout<TopWindow>
{
   public:
    typedef PLC_COMPILER CLASSNAME;
   ...
   void (*p[256]) ();
   This is not permitted:
   p[0] = &Add();

However this is permitted:
   p[0] = Add;

If Add() is declared static.

If you really needed a pointer to member function you can check that here (
   http://www.codeguru.com/cpp/cpp/article.php/c17401/C-Tutoria I-PointertoMember-Function.htm).
```

U++ callbacks are rather nice and simple. You can see a small introduction here

U++ Forum

(http://www.ultimatepp.org/www\$uppweb\$overview\$en-us.html)

Page 1 of 1 ---- Generated from