
Subject: How to call a C++ function in Witz template?

Posted by [Peter](#) on Thu, 21 Feb 2013 10:47:17 GMT

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Hi.

According to Witz manual it's possible to call a C++ function in Witz template. Unfortunately there's no example showing how to do that. In one of my source files I defined a trivial function:

```
void fun(int& i)
{
    i++;
}
```

and Skylark handler:

```
SKYLARK(AAA, "aaa")
{
    http("MYVAR", Value(2));
    http("MYFUN", fun);
    http.RenderResult("Project_name/aaa");
}
```

The corresponding aaa.witz template looks like this:

```
<html>
<body>

$MYVAR
$MYFUN($MYVAR)
$MYVAR

</body>
</html>
```

I expected to see the following output: 2 3 (old and new value of MYVAR). Instead I got the following error message:

"function nor link not found 'MYFUN'".

I assumed I just had to pass a pointer to my function as a value of shared variable MYFUN to make it visible in Witz template, but apparently that's not how it works. What's the correct way to

do it?
