Subject: Re: Callback: C++11 lambda support
Posted by mirek on Mon, 31 Mar 2014 12:14:06 GMT
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foo.WhenAction = [$]() { foo <<= (int)~foo + 1; }

Anyway, there is still some work to be done; the main issues are overloading problems. Only Callback::operator= works so far.

The problem is that in order to capture lambda, you have to provide completely 'all-catch' template

template <class T>
void CaptureLambda(T x);

which then is causing overloading problems..

I am almost inclined to add some stronger typing via macro, like

foo <<= lambda() { foo <<= (int)~foo + 1; }

and lambda would provide a case to something more reasonable, like #define lambda (LambdaCallback)[&].