Subject: [c++11] Problem with executing callback with Vector
Posted by Zbych on Thu, 28 May 2015 12:43:26 GMT
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Hi,

When I'm trying to pass a vector to a callback routine:

```
GUI_APP_MAIN
{
 Callback1< Vector<int> > SomeCallback;
 Vector<int> v;
 SomeCallback(v);
}
```

GCC in c++11 mode gives me error: "use of deleted function":

```
/home/zbych/upp/uppsrc/Core/Cbgen.h:122:7: error:   initializing argument 1 of void
Upp::Callback1<P1>::operator()(P1) const [with P1 = Upp::Vector<Upp::String>]
  void operator()(P1 p1) const   { Execute(p1); }
       ^
/home/zbych/upp/uppsrc/Core/Cbgen.h: In instantiation of void
Upp::Callback1<P1>::operator()(P1) const [with P1 = Upp::Vector<Upp::String>]:
/home/zbych/MyApps/GtkTest/main.cpp:46:16:   required from here
/home/zbych/upp/uppsrc/Core/Cbgen.h:122:45: error: use of deleted function constexpr
Upp::Vector<Upp::String>::Vector(const Upp::Vector<Upp::String>&)
  void operator()(P1 p1) const   { Execute(p1); }
                                             ^
/home/zbych/upp/uppsrc/Core/Cbgen.h:121:7: error:   initializing argument 1 of void
Upp::Callback1<P1>::Execute(P1) const [with P1 = Upp::Vector<Upp::String>]
  void Execute(P1 p1) const      { if(action) action->Execute(p1); }
       ^
/home/zbych/upp/uppsrc/Core/Cbgen.h: In instantiation of void Upp::Callback1<P1>::Execute(P1)
const [with P1 = Upp::Vector<Upp::String>]:
/home/zbych/upp/uppsrc/Core/Cbgen.h:122:45:   required from void
Upp::Callback1<P1>::operator()(P1) const [with P1 = Upp::Vector<Upp::String>]
/home/zbych/MyApps/GtkTest/main.cpp:46:16:   required from here
/home/zbych/upp/uppsrc/Core/Cbgen.h:121:46: error: use of deleted function constexpr
Upp::Vector<Upp::String>::Vector(const Upp::Vector<Upp::String>&)
  void Execute(P1 p1) const      { if(action) action->Execute(p1); }
                                           ^
/home/zbych/upp/uppsrc/Core/Cbgen.h:85:15: error:   initializing argument 1 of void
Upp::Callback1Action<P1>::Execute(P1) [with P1 = Upp::Vector<Upp::String>]
  virtual void Execute(P1 p1) = 0;
```

What am I doing wrong? I don't want to pass a reference or pointer to Vector instead of Vector itself, since it is local object and I want to use PostCallback to pass it to GUI thread.
