
Subject: C++11 library features finished

Posted by [mirek](#) on Mon, 31 Aug 2015 11:38:04 GMT

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I have finished adding C++11 features for the next release. Basically, there is support for C++11 initializers and also support for lambdas in Callbacks.

Lambdas have problem as all-catch templated constructor in `std::function` creates overloading issues. Previously, I was trying to solve it using `LAMBDA` macro, but it proved cumbersome. New approach allows direct use of lambda via `operator<<` (because we do not overload that one much for callbacks).

Demo in [reference/Cpp11](#)

```
#include "CtrlLib/CtrlLib.h"
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <Cpp11/Cpp11.lay>
```

```
#include <CtrlCore/lay.h>
```

```
GUI_APP_MAIN
```

```
{  
  WithMyAppLayout<TopWindow> dlg;  
  CtrlLayout(dlg, "C++11 demo");  
  dlg.list.NoHeader().AddColumn();  
  Vector<int> x = { 1, 2, 12, 34, 15, 11 };  
  for(auto i : x)  
    dlg.list.Add(i);  
  dlg.add << [&] {  
    if(dlg.list.Find(~dlg.number) < 0)  
      dlg.list.Add(~dlg.number);  
  };  
  dlg.list.WhenSel << [&] {  
    dlg.number <<= dlg.list.GetKey();  
  };  
  dlg.Execute();  
}
```