
Subject: Re: How to use callbacks

Posted by [Oblivion](#) on Fri, 15 Jan 2016 19:12:41 GMT

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In order to use THISBACK macro(s), which actually expands to callback(this, &CLASSNAME::foo) and other variants, where foo should be a method (member) of the CLASS pointed with "this" pointer, you simply need to add the following line to your class' declaration.

```
typedef Saisie CLASSNAME;
```

Now, of course you can also use a (1) non-member function as a callback or a (2) public method of another object, without defining a CLASSNAME (type).

E.g.,

1) callback(&foo)

2) callback(&cpp_object, &other_cpp_object::foo)

See U++ documents and reference examples (there is a "Callback" named example code in reference examples.)

Regards,

Oblivion