
Subject: Re: THISBACK and inheritance

Posted by [mirek](#) on Wed, 05 Jul 2017 12:07:18 GMT

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rafiwui wrote on Mon, 03 July 2017 16:15 I had an interesting issue with a MenuBar and a THISBACK.

I made three classes: MenuBarWindow, FnWindow and MyWindow.

- MenuBarWindow only has the MenuBar attribute and the method I want as its callback.
- FnWindow inherits from MenuBarWindow and has some buttons for the F1-F8 keys and the corresponding callback methods.
- MyWindow inherits from FnWindow and is the main window in my application.

Here is an example code:

```
class MenuBarWindow : public TopWindow
{
protected:
    MenuBar m_menuBar;

public:
    typedef MenuBarWindow CLASSNAME;
    MenuBarWindow(int _sizeX, int _sizeY);

protected:
    virtual void MenuBarMain(Bar& _bar) = 0;
};

MenuBarWindow::MenuBarWindow(int _sizeX, int _sizeY)
{
    SetRect(0, 0, Zx(_sizeX), Zy(_sizeY + m_menuBar.GetStdHeight(m_menuBar.GetFont())));
    AddFrame(m_menuBar);
    m_menuBar.Set(THISBACK(MenuBarMain));
}

class FnWindow : public MenuBarWindow
{
protected:
    Button b_fn1;
    // ...
    Button b_fn8;

public:
    typedef FnWindow CLASSNAME;
    FnWindow(int _sizeX, int _sizeY);

private:
    virtual void OnClickFn1() = 0;
```

```

// ...
virtual void OnClickFn8() = 0;
};

FnWindow::FnWindow(int _sizeX, int _sizeY)
: MenuBarWindow(_sizeX, _sizeY)
{
// Adding buttons here...

b_fn1 <<= THISBACK(OnClickFn1);
// ...
b_fn8 <<= THISBACK(OnClickFn8);
}

// MyWindow header...
MyWindow::MyWindow(int _sizeX, int _sizeY)
: FnWindow(_sizeX, _sizeY)
{
// do sth...
}

```

In the MyWindow files are declarations and definitions for the virtual methods.

If I run this the program stops and shows me this and exits the application when you continue:

If I remove virtual void MenuBarMain(Bar& _bar) = 0; and move
m_menuBar.Set(THISBACK(MenuBarMain)); from MenuBarWindow to MyWindow everything
works fine.

At first I thought this is because the method is pure virtual and needs an implementation in the
class from where I call it or use THISBACK but then I should get this strange behaviour after my
changes as well because I do the same with the button callbacks but they work perfectly.

So does anyone has an idea why this is happening? Is this a generell C++ thing or is it a U++
thing?

I see nothing wrong. Please, as this really looks like a small package experiment, follow the
suggestion and compress the whole package and attach it to the post so that we can test it
quickly.

Mirek