Subject: Deprecating THISBACK Posted by Klugier on Mon, 12 Oct 2020 20:31:33 GMT

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Hello,

I had the discussion with Mirek about this article https://evileg.com/en/post/629/ he found that the user uses deprecated THISBACK construction. Well we deprecated it in the documentation in favor or lambdas or newer c++ constructions such as Function, Gate etc.

In c++14 which we targets on all platforms the solution is easy. We can deprecate it on compilation level, which means something. Just mark THISBACK with deprecated atribute like this:

[[deprecated("THISBACK is deprecated use lambda instead.")]] const int thisbackd = 0;

#define THISBACK(x)callback(this + thisbackd, &CLASSNAME::x)#define THISBACK1(x, arg)callback1(this + thisbackd, &CLASSNAME::x, arg)#define THISBACK2(m, a, b)callback2(this + thisbackd, &CLASSNAME::m, a, b)#define THISBACK3(m, a, b, c)callback3(this + thisbackd, &CLASSNAME::m, a, b)#define THISBACK4(m, a, b, c, d)callback4(this + thisbackd, &CLASSNAME::m, a, b, c)#define THISBACK5(m, a, b, c, d, e)callback5(this + thisbackd, &CLASSNAME::m, a, b, c, d)

Then in all places when THISBACK is used the warning pop up "/home/klugier/upp/uppsrc/CtrlLib/FileSel.h (239): warning: 'thisbackd' is deprecated: THISBACK is deprecated use lambda instead. [-Wdeprecated-declarations]".

If you are not aware how you should replace thisback. Example below:

void MyWidnow::ErrorMenu(Bar& bar)
// bar.Add("Copy all", THISBACK1(CopyError, true));
bar.Add("Copy all", [=] { CopyError(true); });

// In the header file no need for "typedef MyWindow CLASSNAME" declaration...

I think we have multiple places when [[deprecated]] macro can be used. If you search for "deprecated" in uppsrc then there is around 52 entries... Definitely not the topic for 2020.2, but for 2021.1...

Klugier