
Subject: Re: Creating sub menus without callback functions

Posted by [prog13](#) on Tue, 24 Oct 2006 11:09:46 GMT

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Ok thanks for the reply, I'm now saving the whole menu structure in a tree container and then using callbacks on that. It works now, although I had to work around THISBACK2(...)/callback2(...) using a helper struct. THISBACK2 doesn't seem to work (v610) - at least in this context. To verify this I modified the menu reference example:

```
void SubMenu(Bar& bar, int a, int b)
{
    for(int i = 0; i < 10; i++)
        bar.Add(AsString(i), THISBACK1(ShowNumber, i));
}

void Menu(Bar& bar)
{
    bar.Add("Enable numbers", THISBACK(EnableNumbers))
        .Check(numbers_enabled);
    bar.Add(numbers_enabled, "Numbers", THISBACK2(SubMenu,1,2));
    bar.Add("Exit", THISBACK(Exit))
        .Key(K_CTRL_E);
}
```

This gives the following compiler errors:

MSVC8:

C:\upp\reference\Menu\menu.cpp(33) : error C2780: 'Callback callback2(Callback2<P1,P2>,T1,T2)' : expects 3 arguments - 4 provided

C:\upp\uppsrc\Core\Callback.h(202) : see declaration of 'callback2'

C:\upp\reference\Menu\menu.cpp(33) : error C2780: 'Callback callback2(R (__cdecl*)(A,B),T1,T2)' : expects 3 arguments - 4 provided

C:\upp\uppsrc\Core\Callback.h(197) : see declaration of 'callback2'

C:\upp\reference\Menu\menu.cpp(33) : error C2784: 'Callback callback2(const Object *,R (__thiscall O::*)(A,B) const,T1,T2)' : could not deduce template argument for 'R (__thiscall O::*)(A,B) const' from 'void (__thiscall App::*)(Bar &,int,int)'

C:\upp\uppsrc\Core\Callback.h(181) : see declaration of 'callback2'

C:\upp\reference\Menu\menu.cpp(33) : error C2784: 'Callback callback2(Object *,R (__thiscall O::*)(A,B),T1,T2)' : could not deduce template argument for 'R (__thiscall O::*)(A,B)' from 'void (__thiscall App::*)(Bar &,int,int)'

C:\upp\uppsrc\Core\Callback.h(175) : see declaration of 'callback2'

GCC(MinGW):

C:\upp\reference\Menu\menu.cpp: In member function `void App::Menu(Bar&)':

C:\upp\reference\Menu\menu.cpp:33: error: no matching function for call to `callback2(App

```
* const, void (App::*)(Bar&, int, int), int, int)'
```

Despite this working for me now and most smaller applications wouldn't read their interfaces from a file at runtime anyways, I think it might be worth it to allow for a more "procedural" approach of menu creation for such situations - I haven't investigated the needed changes, so it could be too much work for the benefit.
