Hello Klugier,

I can confirm that all U++ currently uses are [=].

Out of which, some(I expect it to be a total of less than 10) need to remain as [=] prior or beyond c++20; while the majority rest can be changed to [=,this] to make the code compliant to c++20 (which, unfortunately will displease prior c++20 world).

I cannot really tell how many out of the second lot can be replaced by [this] without creating noise when they need more than just `this`, eg, also capturing some local variables, etc.

Do you mean to differentiate from the second lot the ones that actually require some other variables, and list each of them manually so that prior and beyond c++20 worlds will be happy with their capture lists?

It certainly is doable, but it might be a bit too much effort, IMHO, just for the sake of avoiding an unwanted MACRO.

Otherwise the quickest & dirtiest solution is to change all [=] to [&], with possibly undesired side-effects.

It's totally up to you and Mirek though. We will be happy with a standard-tolerant U++ library however achieved :)

BR,
Lance