
Subject: [SOLVED] Do Value can store anonymous function ?

Posted by [Xemuth](#) on Wed, 20 Nov 2019 12:55:24 GMT

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Hello community,

I'm wondering if value can store something like this :

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
int testAddition(const int& a,const int& b){  
    return a+b;  
}
```

```
CONSOLE_APP_MAIN
```

```
{  
    int(*fn)(const int& ,const int&);  
    fn = (int*)(const int& ,const int&)) &testAddition;  
    Cout() << fn(2,3) << EOL; //Working
```

```
void* fn2 =(void*) fn;
```

```
Cout() << ((int*)(const int& ,const int&))fn2(1,1) << EOL; //Working
```

```
Value v = fn2;
```

```
Cout() << static_cast<int*)(const int& ,const int&)>( v.Get<void*>())(2,3) << EOL; //ambiguous  
conversion from Nuller to //Void* & Invalide static_cast from void* to int*)(const int& ,const int&)
```

```
Cout() << v.Get<Nuller>()(2,3) <<EOL; // no match for call to (const Upp::Nuller)(int,int)
```

```
Logique....
```

```
Cout() << ((int*)(const int& ,const int&))v.Get<Nuller>()(2,3) <<EOL; //invalid cast  
}
```

Using Value to store a ptr to function ?

Thanks in advance.

Subject: Re: Do Value can store anonymous function ?

Posted by [Oblivion](#) on Wed, 20 Nov 2019 16:12:54 GMT

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Hello Xemuth,

RawPickToValue or RawToValue (depending on your case) should work with Function objects.

You can use One<> or store pointers to functions or objects in Value using the RawPickToValue or RawToValue, as well.

```
Event<> WhenFunction = [=] { Cout() << "Hello world.\n"; };  
Value v = RawPickToValue(pick(WhenFunction));  
const auto& fn = v.To<Event<>>();  
fn();
```

Best regards,
Oblivion

Subject: Re: Do Value can store anonymous function ?
Posted by [Xemuth](#) on Wed, 20 Nov 2019 16:19:10 GMT
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Perfect !

Thanks Oblivion !
