Subject: c++ 17 support
Posted by michael79 on Sat, 09 May 2020 21:21:39 GMT
View Forum Message <> Reply to Message

Hi all.

As I read, C++ 17 is supported.
Can I use std::invoke from this standard?
Is there an analog for this in Upp?

Subject: Re: c++ 17 support
Posted by mirek on Sun, 10 May 2020 15:03:57 GMT
View Forum Message <> Reply to Message

Depends on toolchain you are using.

It works with Visual C++. CLANG we ship with Win32 defaults to C++14. In linux it will depend on actual distro / compiler.

There is no equivalent in U++. Given that implementation seems rather trivial (https://en.cppreference.com/w/cpp/utility/functional/invoke), I would probably just put the copy into my code if I needed it...

Mirek

Subject: Re: c++ 17 support
Posted by Novo on Sun, 10 May 2020 16:17:52 GMT
View Forum Message <> Reply to Message

michael79 wrote on Sat, 09 May 2020 17:21
Can I use std::invoke from this standard?

You just need to change a default build method (or create a new build method) and set C++ version to 17.
For example, in case of Clang in "Common C++ options" replace -std=c++14 with -std=c++17.

Hope this helps.

Subject: Re: c++ 17 support
Posted by michael79 on Sun, 10 May 2020 21:20:17 GMT
View Forum Message <> Reply to Message

Thanks for the answers. I'll try to use Function() with lambdas instead.