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Subject: c++ 17 support

Posted by [michael79](#) on Sat, 09 May 2020 21:21:39 GMT

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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?

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Subject: Re: c++ 17 support

Posted by [mirek](#) on Sun, 10 May 2020 15:03:57 GMT

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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

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Subject: Re: c++ 17 support

Posted by [Novo](#) on Sun, 10 May 2020 16:17:52 GMT

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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.

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Subject: Re: c++ 17 support

Posted by [michael79](#) on Sun, 10 May 2020 21:20:17 GMT

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

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