Subject: CallbackN<> storing pointer to member function
Posted by Xemuth on Tue, 02 Feb 2021 16:30:14 GMT
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It may seems odd, but I have this chunk of code :

```
class Module{
   ...
 protected:
    void RegisterFonction(Callback2<ValueMap&, Command&> cb, const String&
commandName){
       handlers.Add(ToLower(commandName),cb);
    }
 private:
    ArrayMap<String, Callback2<ValueMap&, Command&>> handlers;
   ...
};
#define REGISTER(FonctionName) RegisterFonction((&CLASSNAME::FonctionName),
#FonctionName);
class Info : public Module{
 public:
    typedef Info CLASSNAME;


    Info(TheBot& _bot) : Module(_bot){
  REGISTER(Uptime);
    }

    void Uptime(ValueMap& payload, Command& dispatched){
     ...
    }
};
```

The Register macro is used to add the arrayMap some ptr to member function. Of course it don't compile :

error: no viable conversion from 'void (Upp::Info::*)(Upp::ValueMap &, Upp::Command &)' to 'Callback2<Upp::ValueMap &, Upp::Command &>' (aka 'CallbackN<Upp::ValueMap &, Upp::Command &>')

Is the thing I'm trying to do is possible ?

Thanks in advance
Best regard

Subject: Re: CallbackN<> storing pointer to member function
Posted by Xemuth on Tue, 02 Feb 2021 16:44:08 GMT
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a Solution would be to change macro to :

#define REGISTER(FonctionName) RegisterFonction([&](ValueMap& payload, Command& dispatched){FonctionName(payload,dispatched);}, #FonctionName);

and change callbackN to Event<> but I don't like a lot this solution