Subject: Why this simple app won't compile?
Posted by emve on Tue, 01 Mar 2022 19:10:49 GMT
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Wrote simple application to test callback(s).
Got stuck here:
close <<= THISBACK(ActionClose);
Please advise, sources attached.
Michal

File Attachments

1) MichaluvTest.7z, downloaded 274 times

Subject: Re: Why this simple app won't compile?
Posted by Oblivion on Tue, 01 Mar 2022 21:57:47 GMT
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Hello Michal, welcome to the U++ forums.

First things first: callbacks and callback macros are deprecated. See:
https://www.ultimatepp.org/src$Core$Callbacks_en-us.html

Also on the same page:

Quote:
Callback macros reduce verbosity of instance method callbacks. They expect CLASSNAME to be typedef-ed as the type of current class and return method callbacks bound to the this pointer.

This means that in order to use instance methods as callbacks, you need to add the following line to your class:

```
class MichaluvTest : public WithMichaluvTestLayout<TopWindow> {
public:
 void ActionClose();
 MichaluvTest();
 typedef MichaluvTest CLASSNAME; // <------
};
```

But, I suggest you using the "modern" way (lambdas), this way you wouldn't need the above tweak (i.e. typedefing the CLASSNAME)

```
MichaluvTest::MichaluvTest()
{
 CtrlLayout(*this, "Window title");
 close << [=] { Break(); }; // 1) We use a lambda function to define the event.
                            // 2) The method to break the main loop is Break(), not Breaker()
}

GUI_APP_MAIN
{
 MichaluvTest().Run();
}
```

Best regards,
Oblivion

Subject: Re: Why this simple app won't compile?
Posted by emve on Wed, 02 Mar 2022 10:53:07 GMT
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Thank you Oblivion.
TYPEDEF in .h file did the trick.
I oversaw it in the examples that I tried to reproduce.
As of using the lambdas for events: YES.
Michal
