Subject: Callback and Thisback Function call parameters
Posted by NilaT on Tue, 29 Jul 2014 09:50:08 GMT

Hi everybody, I've got a new question for you, which is driving me nuts.
Callbacks and Thisbacks are quite difficult for beginners, but I think I got them... almost ;)

One thing is still unclear to me.
How can I add Parameters to a Function which is called, when a callback occurs?

For example:
Somewhere I got this:
Callback2<Point, Point> WhenProductChanging;

and then I got this, somewhere
...
WhenProductChanging(p1, p2);
...

And somewhere else I got this:
xxx.WhenProductChanging = THISBACK(OnProductChanging);

And finally, I got the function itself:
void yyy::OnProductChanging(Point firstP, Point secondP)
{ /* do something */
}

Now, what I want is to add another parameter to my "OnProductChanging" Method, like for example:
void yyy::OnProductChanging(Point firstP, Point secondP, int newParameter)
{ /* do something */
}

So I thought I have to change the THISBACK to THISBACK1 and pass the parameter after the Methodname, like this:
xxx.WhenProductChanging = THISBACK1(OnProductChanging, 1);

But this doesn't work, because it seems that all necessary parameters come from the callback.
How can I pass another parameter, which is defined somewhere else and not known in the "callback-calling" function?

Thanks in advance!

Subject: Re: Callback and Thisback Function call parameters
Posted by ManfredHerr on Tue, 29 Jul 2014 10:53:32 GMT

To have three parameters in your callback you have to use Callback3 template class,
i.e. Callback3<Point, Point, int> WhenProductChanging;
in your case. See Cbgen.h for definition.

Subject: Re: Callback and Thisback Function call parameters
Posted by NilaT on Tue, 29 Jul 2014 11:04:45 GMT
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The problem is, at the Callback definition, I only have 2 Parameters.
The third is used at another place and is not known at the point of definition. (int was just an example, in real it's a pointer to an own class)
So, I have to add the third parameter afterwards...
Is there a way to change a Callback2 to a Callback3 during runtime?

//edit: After reviewing our class hierarchy I discovered, that the needed class is there and I can use it, so I changed Callback2 to Callback3 and it works fine.
Nevertheless, is it possible to add parameters to the called function beside those that come from the Callback itself, like shown above?
Just in case the parameter is an object from a class thats not known in the Callback calling function...

Subject: Re: Callback and Thisback Function call parameters
Posted by ManfredHerr on Tue, 29 Jul 2014 13:44:10 GMT
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I recommend to read the help in theide regarding callbacks. Cross read the text with the C++ code in Cbgen.h and you will know what is possible. Adding parameters to a function interface depending on the call isn't possible in neither function/method. The only possibility I know is to use a C-function with varargs. But I doubt that this is what you intend.

Subject: Re: Callback and Thisback Function call parameters
Posted by NilaT on Tue, 29 Jul 2014 14:57:57 GMT
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Okay, thanks.
I'm happy as long as it works now ;)

Would be a great feature though...
Well, thanks anyway.

Greets