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Subject: "Function" question

Posted by [koldo](#) on Thu, 09 Mar 2017 13:19:06 GMT

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Hello all

I wanted to assign a Function from a subclass but compiler complains with error:

'&': illegal operation on bound member function expression

What have I to do?

```
class FuncSource {
```

```
protected:
```

```
    Function <double(double)> function;
```

```
public:
```

```
    FuncSource(Function <double(double)> function) : function(function) {}
```

```
    double f(double x) {return function(x);}
};
```

```
class MySource : public FuncSource {
```

```
public:
```

```
    MySource(double data) : FuncSource(&Calc), data(data) {} // COMPILER ERROR
```

```
    double Calc(double x) {return x + data/10;}
```

```
private:
```

```
    double data;
```

```
};
```

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Subject: Re: "Function" question

Posted by [koldo](#) on Thu, 09 Mar 2017 16:52:08 GMT

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Replacing

```
MySource(double data) : FuncSource(&Calc), data(data) {} // COMPILER ERROR
```

with

```
MySource(double data) : FuncSource([=](double x) {return Calc(x);}), data(data) {}it compiles, but
at run time when Calc() have to be used, it has been destroyed.
```

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Subject: Re: "Function" question

Posted by [koldo](#) on Thu, 09 Mar 2017 17:33:40 GMT

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Well, it is solved

```
void Init(double data) {  
    this->data = data;  
    function = [=](double x) {return Calc(x);};  
}
```

Now MySource is inside main model, so it does not get destroyed after initialization .

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