Subject: FileSelector lambda troubles
Posted by germax on Sun, 02 Apr 2017 11:38:30 GMT
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And another brick wall I need to chew myself through

I have a FileDialog (defined in .lay) that I now want to add a 'convenience' button to
that opens the FileSelector and then copies the path over to my input box.

Again, for a more experienced man than I am, that shouldn't be much of an issue, right?

I'm still stuck somehow.. here are some lines of nastyness

```
....
NewFLdlg dlg;
/*
dlg is my file dialog and apart from some bits and bolts
it has a button ofs (open file selector)
and an editstring path (to take ... you guessed it ... my file path)
*/
String fsp = "nixx"; // just a String I added to test if the lambda can read 'outside'
dlg.button.WhenPush = [=]
{
 FileSelector fs;
 fs.AllFilesType().Multi(true);
 if(fs.ExecuteOpen("Dummy Demo"))
  PromptOK("\1"+~fs);
 else
  PrompOK(fsp); // works so far...
/* BUT

  fsp = ~fs; // is not working since fsp is now a const
  //error: passing 'const Upp::String' as 'this' argument discards qualifiers [-fpermissive]
  PromptOK(AsString(~dlg.path)); // error: use of deleted function
'NewFLdlg::NewFLdlg(NewFLdlg&)'
Not even mentioning
  dlg.path = ~fs; // what I'm really after

*/
};
.....
```

I'd like to avoid to add a callback (well a non lambda callback that is)
if at all possible.

Any hints?

Thanks alot

Alex

Subject: Re: FileSelector lambda troubles
Posted by omari on Sun, 02 Apr 2017 18:48:46 GMT
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Try
dlg.button.WhenPush = [&]
Instead of
dlg.button.WhenPush = [=]

Subject: Re: FileSelector lambda troubles
Posted by Klugier on Sun, 02 Apr 2017 21:25:07 GMT
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Hello,

For me the overall design of this dialogue is strange and wearied. What you want to do is to have dialog class that returns some specific value:

```
class NewFLdlg final : public WithMyAweasomeLayout<TopWindow>
{
public:
    NewFLdlg() {
        // This callback logic should be implemented here... (Not outside the class - I am not surre why we have public inheritance here)
        button.WhenAction = [=] {
            // this->fsp should be available here.
        }
    }

    String GetFsp() const { return fsp; }

private:
    String fsp;
};

// Then in the main code
NewFLdlg dlg;
if (dlg.Execute() == IDOK) // Check if user close dialog with success - you need "OK" button for such operations...
{
    String fsp = dlg.GetFsp(); // Here you should have valid fsp with nice object related design.
```

}

Sincerely,
Klugier

Subject: Re: FileSelector lambda troubles
Posted by germax on Sun, 02 Apr 2017 23:23:06 GMT
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Klugier.. what?
nonoono..

it's inside my class inside a void function of my class of course..
it's just not interesting what this function does really
(nothing but copying the path to a database really along with some other data set by the dialog)
I just wanted to keep the code window as small as possible to not clutter it up with the obvious stuff

omari.. THANKS A MILLION!!
that works like a charm
thank you, thank you, thank you... saved me another day of searching the internet for a solution

Cheers
Alex
