

## U++ - Task #1901

### Replace GUI\_APP\_MAIN\_HOOK with something more polished

08/11/2018 09:09 PM - Zbigniew Rebacz

<b>Status:</b>	Rejected	<b>Start date:</b>	08/11/2018
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Miroslav Fidler	<b>% Done:</b>	0%
<b>Category:</b>	CtrlCore	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Release 2019.1	<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>GUI_APP_MAIN_HOOK is now part of public CtrlCore API and it looks bad and generates warning "GUI_APP_MAIN_HOOK" redefined when used as designed.</p> <p>In my opinion GUI_APP_MAIN_HOOK problem should be solved in following way:</p> <pre>// Solution std::function&lt;bool()&gt; AfterAppInitHandler = {};  #define GUI_APP_MAIN \ void GuiMainFn_(); \ \ int main(int argc, char *argv, const char *envptr) { \     UPP::AppInit__(argc, (const char **)argv, envptr); \     if(AfterAppInitHandler &amp;&amp; AfterAppInitHandler()) \         return UPP::GetExitCode(); \     ... }  // Usage: INITBLOCK {     AfterAppInitHandler = []() -&gt; bool {         // Do whatever you need here (handle command line etc.)...          return false;     }; }</pre> <p>Clean and elegant solution compatible with c++11 and above that can be used in 3-rd party code with convenience.</p>			

#### History

#1 - 08/11/2018 09:10 PM - Zbigniew Rebacz

- Description updated

#2 - 08/11/2018 09:11 PM - Zbigniew Rebacz

- Description updated

#3 - 09/21/2018 09:40 AM - Miroslav Fidler

- Status changed from New to Rejected