Subject: C++11 library features finished
Posted by mirek on Mon, 31 Aug 2015 11:38:04 GMT
View Forum Message <> Reply to Message

I have finished adding C++11 features for the next release. Basically, there is support for C++11 initializers and also support for lambdas in Callbacks.

Lambdas have problem as all-catch templated constructor in std::function creates overloading issues. Previously, I was trying to solve it using LAMBDA macro, but it proved cumbersome. New approach allows direct us of lambda via operator<< (beacause we do not overload that one much for callbacks).

Demo in reference/Cpp11

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;

#define LAYOUTFILE <Cpp11/Cpp11.lay>
#include <CtrlCore/lay.h>

GUI_APP_MAIN
{
 WithMyAppLayout<TopWindow> dlg;
 CtrlLayout(dlg, "C++11 demo");
 dlg.list.NoHeader().AddColumn();
 Vector<int> x = { 1, 2, 12, 34, 15, 11 };
 for(auto i : x)
  dlg.list.Add(i);
 dlg.add << [&] {
  if(dlg.list.Find(~dlg.number) < 0)
   dlg.list.Add(~dlg.number);
 };
 dlg.list.WhenSel << [&] {
  dlg.number <<= dlg.list.GetKey();
 };
 dlg.Execute();
}
```