

Wt - Feature #2808

New signal implementation

03/13/2014 12:03 AM - Koen Deforche

Status:	New	Start date:	03/13/2014
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Investigate the possibility to deprecate boost::signals, and boost2::signals in favour of an alternative that:			
<ul style="list-style-type: none">• builds faster• is self-contained• is not slower			
The following library looks promising: https://github.com/jeffomatic/jl_signal			
The only lacking feature seems to be handling disconnects and signal deletion during emission.			

History

#1 - 03/13/2014 09:54 AM - Koen Deforche

More thoughts:

- since we have a working solution for c++98, perhaps we can limit ourselves to c++11
- another tricky aspect we should implement (for full compatibility) is boost::bind() introspection and perhaps we should at least propose a strategy to work with observable objects bound with std::bind() ?

#2 - 03/13/2014 12:44 PM - I. Lazaridis

Koen Deforche wrote:

The following library looks promising: https://github.com/jeffomatic/jl_signal

License

This code is public domain, with the following exceptions:

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FastDelegate.h is released under the Code Project Open License.
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For the case this library is selected, the developer should be asked to place the whole code under the Code Project Open License, in order to avoid the problem with Public Domain in some jurisdictions.