

Wt - Bug #9864

Wt::Signal doesn't properly bind to function object with 4 or more arguments

03/04/2022 12:06 PM - Roel Standaert

Status:	New	Start date:	03/04/2022
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	future		
Description			
<p>We'll need to revise how signals are connected to slots, we have some ConnectHelper specializations in signals.hpp for 0, 1, 2, or 3 arguments, but I feel like with C++14 we should be able to make it work with any number?</p> <p>For example, this doesn't compile:</p>			
<pre>Wt::Signal<std::string, std::string, std::string, std::string> signal; signal.connect([](const std::string &s1, const std::string &s2, const std::string &s3, const std::string &s4) { assert(s1 == "a"); assert(s2 == "b"); assert(s3 == "c"); assert(s4 == "d"); }); signal.emit("a", "b", "c", "d");</pre>			