Robotics Service Bus - Feature #1521 LocalServer lacks a Callback<void,void> specialization

05/29/2013 02:51 PM - L. Ziegler

Status:	Resolved	Start date:	05/29/2013	
Priority:	Normal	Due date:		
Assignee:	J. Moringen	% Done:	100%	
Category:	C++	Estimated time:	0.00 hour	
Target version:				
Description				
Solution: Add following overload of Callback to the rsb server:				
	id, void>: public CallbackBase {			
[] virtual void call(c []	onst std::string& methodName)	= 0;		
};				

Associated revisions

Revision 2eefc46c - 05/31/2013 12:43 PM - J. Moringen

Added rsb::patterns::LocalServer::Callback<void,void> in src/rsb/patterns/Server.h

fixes #1521

- src/rsb/patterns/Server.h (header): updated copyright (Server::Callback<void, void): new class; Callback specialization for methods which neither take arguments nor return results
- examples/server/server.cpp (header): updated copyright (VoidVoidCallback): new calls; demonstrates void-void callback (main): register method "void" with VoidVoidCallback
- examples/server/client.cpp (header): updated copyright (main): call "void" method of the remote server

History

#1 - 05/30/2013 10:04 AM - J. Moringen

- Assignee set to J. Moringen

I already did this once but it did not quite work for some reason I can't remember. I will try again.

#2 - 05/31/2013 12:40 PM - J. Moringen

- Tracker changed from Bug to Feature
- Subject changed from Server lacks a Callback<void,void> overload to LocalServer lacks a Callback<void,void> specialization
- Status changed from New to In Progress
- % Done changed from 0 to 50

#3 - 05/31/2013 01:45 PM - J. Moringen

- Status changed from In Progress to Resolved
- % Done changed from 50 to 100

Applied in changeset rsb-cpp|commit:2eefc46c2880bea316bb9e6711d47173514a7bec.

#4 - 05/31/2013 01:45 PM - J. Moringen

- Status changed from Resolved to In Progress
- % Done changed from 100 to 50

An example can be found in the examples/server directory.

#5 - 05/31/2013 01:45 PM - J. Moringen

- Status changed from In Progress to Resolved
- % Done changed from 50 to 100