
Subject: manually creating callback

Posted by [piotr5](#) on Sat, 01 Feb 2014 02:30:15 GMT

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I get Invalid memory access! with the following code (with and without MT flag):

```
#include <Core/Core.h>
```

```
CoWork cw;
```

```
struct delme : public CallbackAction{  
    virtual void Execute() {}  
};
```

```
CONSOLE_APP_MAIN  
{  
    delme d;  
    cw.Do(Callback(&d));  
    cw.Finish();  
}
```

how does this differ from the callbacks created by the actual generator functions? for example if I instead write
cw.Do(callback(&d,&delme::Execute)) it works fine.
