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Subject: Re: manually creating callback

Posted by [mirek](#) on Mon, 10 Feb 2014 19:24:29 GMT

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It has to be allocated on heap

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

```
using namespace Upp;
```

```
CoWork cw;
```

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

```
CONSOLE_APP_MAIN
```

```
{  
    cw.Do(Callback(new delme));  
    cw.Finish();  
}
```

(not very U++-ish, but then you are not supposed to do this

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