Subject: It is now possible to pass containers to callback[n] with pick/clone
Posted by mirek on Mon, 07 Dec 2015 09:09:29 GMT

There was an ugly problem with passing containers (or, generally, pick/clone types) as callback parameters. It is now nicely resolved as demonstrated by new reference example:

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

using namespace Upp;

void Function(const Vector<String>& h)
{
 LOG("Callback invoked with " << h);
}

CONSOLE_APP_MAIN
{
 Vector<String> v;
 v << "Just" << "a" << "test";

 Callback cb1 = callback1(Function, clone(v));
 LOG("Source picked: " << v.IsPicked());
 LOG("Source: " << v);

 v << "2";
 Callback cb2 = callback1(Function, pick(v));
 LOG("Source picked: " << v.IsPicked());

 cb1();
 cb2();
}
```