Subject: Trouble with reference variable in THISBACK1
Posted by Tom1 on Thu, 04 Aug 2016 07:17:45 GMT
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Hi,

I'm working with U++ 9251 on Windows 10 64-bit using MSC9, MSC10 and MSC15 in 32 bit mode. I just can't figure out what's wrong with my code. It seems the reference variables do not work as parameters in THISBACKx and the actual vector items being referenced do not get updated in the process:

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

using namespace Upp;

class c_t: Moveable<c_t> {
public:
  int x;
  int y;

  c_t(){
   x=99;
   y=99;
  }
};

class RefTest{
typedef RefTest CLASSNAME;

 Vector<c_t> cv;
public:
        RefTest(){}

        void prepare_c(c_t &c){
         c.x=1;
         c.y=2;
     }

  void Run(){
  CoWork cw;
  for(int i=0;i<1;i++){
   c_t &ref=cv.Add();
   cw.Do(THISBACK1(prepare_c,ref));
  }
  cw.Finish();

  for(int i=0;i<cv.GetCount();i++){
```

```
   printf("%d %d\r\n",cv[i].x,cv[i].y);
  }
 }
};


CONSOLE_APP_MAIN{
 RefTest t;
 t.Run();
}
```

It just prints "99 99" whereas I'm expecting "1 2".

Help, anybody?

Best regards,

Tom

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