

---

Subject: Re: Trouble with reference variable in THISBACK1

Posted by [mirek](#) on Fri, 12 Aug 2016 06:33:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

BEWARE: Pointers might compile, but do not work either!

Trouble is: Vector::Add invalidates existing references to elements. As the time when the 'job' is actually performed is undefined, it is likely that at that time the pointer is already invalid.

(Of course, with loop to 1, it works...)

Solution is either to SetCount before loop (if it is known) or to use Array.

Anyway, THISBACK1 indeed does not work with pointers. Solution is simple: Forget THISBACK1 and be modern, use MSC15, trunk U++ and C++11:

```
cw & [=] { prepare_c(cv.Add()); };
```