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Subject: Re: Trouble with reference variable in THISBACK1

Posted by [Tom1](#) on Fri, 12 Aug 2016 07:10:47 GMT

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Hi,

Thanks for pointing out that Vector::Add invalidates pointers, although I had already switched to Array for other reasons.

As for MSC15, I'm still waiting for MSC15 / MSC15x64 Protect to emerge...

It seems to me that THISBACK1 does work with pointers but not references. Well, anyway, I guess I'll need to do this in the old way and get prepared for being modern as soon as Protect gets modern too. :) In any case the new way looks neat.

Thanks,

Tom

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