:lol: :lol:

The examples must be simple, but the simplicity of the examples should not be misunderstood.

As I expected, the answer was terribly easy: Ptr. From Reference/Ptr:

```
struct Foo : Pte<Foo> {String text;};

CONSOLE_APP_MAIN {
 Ptr<Foo> ptr;
 {
  Foo foo;
  foo.text = "Text";
  ptr = &foo;
  Cout() << (void*)~ptr << " -> " << ptr->text << "\n";
 }
 Cout() << (void*)~ptr << "\n"; // foo was destroyed but this is totally valid, as ptr == 0
}
```