Subject: reference solved:
Posted by reign_of_terror on Mon, 21 Feb 2022 07:58:53 GMT
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```
Value v = 3;
   Ref r=v;
   Ref y = r;
   Cout() << &v << "\n";
   Cout()<< &y.Get<Value>()<<" :foo"<<"\n";
   Cout() << y.GetValue();
   Cout() << "\n";
```

Hi all-

If I use the code like this it returns the same memory address
for v and y.

Thanks, reign_of_terror