mirek wrote on Mon, 19 December 2022 14:22Lance wrote on Mon, 19 December 2022 19:10And some of the viable options if multi-c++-version support is a necessity (as proposed by Klugier and me):

1. [=] to [&] when necessary. Make local copies of variables that are originally captured by value with undesired modification, and refer only to the copy in the lambda body. A fictitious example:

[&] does not help and the problem is not local copies.

This does not work:


```
struct MyApp : TopWindow {
  Button b;

  MyApp() {
    int j = 12;
    b << [&] { PromptOK(AsString(j)); };
  }
};
```


I see. Reference to local variables invalidated out of function body. So this option is eliminated. We are left with only 2.