Subject: Re: 2023.2

Posted by mirek on Tue, 14 Nov 2023 22:48:07 GMT

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timer.Set(-100,[&](){ refreshStatus(); });

[&] is unusual here (and pretty error prone with timer). Normal is

timer.Set(-100, [=] { refreshStatus(); });

Now I do not frankly see a reason why [&] should not work in this very case, but can you try [=] anyway?

Also, make sure that all other timer (and GUI in general) lambdas are with [=]....

You should only use [&] if you are sure that lambda is invoked immediately (e.g. with CoDo).

Mirek