
Subject: Re: Compilation warnings and random crashes

Posted by [Novo](#) on Sun, 26 May 2024 04:54:06 GMT

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VectorMap<String, int> work;

work is VectorMap ...

MapKVRange<AMap, K, T> operator~() { return MapKVRange<AMap, K, T>(*this); }

operator~() returns a newly created object.

So, compiler is right: you are referencing temporary objects ...
