

Hi all!

Maybe a stupid question - but how to return "NULL":

I have a function which usually returns an object. But if no object is under the mouse position I want to return something like Null.

But not possible, because "invalid initialization of non-const reference of type 'PosObject&' from a temporary of type 'int'".

Here is the code:

```
=====
XObject& xLayout :: GetObject(int id)
{
    for (int i = xObjects.GetCount() - 1; i >= 0; i--)
    {
        if (xObjects.At(i).GetId() == id)
        {
            return xObjects.At(i);
        }
    }

    return NULL; <<< === doesn't work
}
=====
```

Thanks in advance,

WebChaot
