Subject: Beginners Question: How to return "NULL"
Posted by WebChaot on Wed, 22 Nov 2006 13:31:21 GMT
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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

Subject: Re: Beginners Question: How to return "NULL"
Posted by mirek on Wed, 22 Nov 2006 13:37:20 GMT
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Reference cannot be NULL.

I recommend to make it return pointer (xObject *) instead.

(For me, this is the rule of thumb - if something can be NULL, it is pointer...)