Subject: manually creating callback
Posted by piotr5 on Sat, 01 Feb 2014 02:30:15 GMT
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I get Invalid memory access! with the following code (with and without MT flag):

```
#include <Core/Core.h>

CoWork cw;

struct delme : public CallbackAction{
 virtual void Execute() {}
};

CONSOLE_APP_MAIN
{
 delme d;
 cw.Do(Callback(&d));
 cw.Finish();
}
```

how does this differ from the callbacks created by the actual generator functions? for example if I instead write
cw.Do(callback(&d,&delme::Execute)) it works fine.

Subject: Re: manually creating callback
Posted by mirek on Mon, 10 Feb 2014 19:24:29 GMT
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It has to be allocated on heap

```
#include <Core/Core.h>

using namespace Upp;

CoWork cw;

struct delme : public CallbackAction{
 virtual void Execute() {}
};

CONSOLE_APP_MAIN
{
 cw.Do(Callback(new delme));
 cw.Finish();
}
```

(not very U++-ish, but then you are not supposed to do this