
Subject: It is now possible to pass containers to callback[n] with pick/clone

Posted by [mirek](#) on Mon, 07 Dec 2015 09:09:29 GMT

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There was an ugly problem with passing containers (or, generally, pick/clone types) as callback parameters. It is now nicely resolved as demonstrated by new reference example:

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

using namespace Upp;

void Function(const Vector<String>& h)
{
    LOG("Callback invoked with " << h);
}

CONSOLE_APP_MAIN
{
    Vector<String> v;
    v << "Just" << "a" << "test";

    Callback cb1 = callback1(Function, clone(v));
    LOG("Source picked: " << v.IsPicked());
    LOG("Source: " << v);

    v << "2";
    Callback cb2 = callback1(Function, pick(v));
    LOG("Source picked: " << v.IsPicked());

    cb1();
    cb2();
}
```