

# Interfaces and C++ references (off-topic)

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Hi all!

When in the "client code", that is, when not interfacing with COM calls, what do you think about passing COM interfaces by reference (as done in C++)?

Example:

```
SomeFunc(SomeComServer& Server);
```

and then:

```
SomeComServer* pServer;  
ObtainServer(&pServer);  
SomeFunc(*pServer);  
SomeOtherFunc(*pServer);  
pServer->Release();
```

I know this works. I prefer it to pointers for the usual reasons we prefer references to pointers in C++. But, I wanted to know public opinion. Do you do it, or do frown upon it, and if so, why? Is there some COM etiquette regarding this...?

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