
Subject: Bug in msc 7.1 ?

Posted by [mdelfede](#) on Mon, 08 Mar 2010 21:55:42 GMT

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

using namespace Upp;

struct pippo : Moveable<pippo>
{
    int T;

};

Vector<pippo> pluto()
{
    Vector<pippo> p;
    p.Add();
    return p;
}

CONSOLE_APP_MAIN
{
    Vector<pippo>v = pluto();

}
```

gives this error :

z:\home\massimo\WINDOWS\upp\uppsrc\Core\Topt.h(154) : error C2523: 'pippo::~~T' : destructor tag mismatch

z:\home\massimo\WINDOWS\upp\uppsrc\Core\Vcont.hpp(68) : see reference to function template instantiation 'void Upp::DestroyArray<T>(T *,const T *)' being compiled

with

[

T=pippo

]

Z:\home\massimo\WINDOWS\SDK2003\Microsoft Visual C++ Toolkit

2003\include\xmemory(136) : while compiling class-template member function 'void Upp::Vector<T>::Free(void)'

with

[

T=pippo

]

Z:\home\massimo\WINDOWS\lupp\MyApps\TestVectx\TestVectx.cpp(12) : see reference to
class template instantiation 'Upp::Vector<T>' being compiled
with
[
 T=pippo
]

Changing the definition of struct pippo like that :

```
struct pippo : Moveable<pippo>
{
    int _T; // <== note, now variable is _T
};
```

Solves the problem... sigh. It seems to me that M\$ compiler makes some mixing between
template parameters and variable names in structs....
As usual, GCC behaves right there.

Max
