
Subject: Curious problem with Vector

Posted by [koldo](#) on Tue, 20 Mar 2018 12:17:19 GMT

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Hello all

I have found a weird problem. Declaring this class:

```
struct MyData : public Moveable<MyData> {  
    MyData() {}
```

```
    double T;  
};
```

And declaring `Vector<MyData> data;` produces an error message in MSC15 and 17 (not in MinGW):

error C2523: 'Unit::~~T': destructor tag mismatch

The code when the error is found is:

```
template <class T>  
inline void Destroy(T *t, const T *end)  
{  
    while(t != end) {  
        t->T::~~T(); // HERE  
        t++;  
    }  
}
```

In some way, the name of variable `double "T"` clashes with template name `"T"`...

Subject: Re: Curious problem with Vector

Posted by [koldo](#) on Wed, 21 Mar 2018 07:12:32 GMT

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I mean, if variable would be `"t"` instead of `"T"`, no problem

Subject: Re: Curious problem with Vector

Posted by [Oblivion](#) on Wed, 21 Mar 2018 12:44:55 GMT

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Try `-Wall` with GCC/MinGW, you'll probably get the warnings (I haven't tested, TBH).

Seems like a variant of template parameter hiding issue to me.

http://www.open-std.org/jtc1/sc22/wg21/docs/cwg_active.html# 459

Best regards,
Oblivion

Subject: Re: Curious problem with Vector
Posted by [mirek](#) on Thu, 22 Mar 2018 10:51:08 GMT
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Fixed.
