Subject: Serious Bug in "Value" and no one cares?!
Posted by Werner on Wed, 05 Dec 2007 10:37:42 GMT
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On December 1, 2007 I posted the message #12969 "Bug in Core06.cpp or in U++ Core value types tutorial" in "U++ TheIDE: Other Features Wishlist and/or Bugs", stating that "a.Is<int>()" and "b.Is<double>()" in the "Core06.cpp" example return wrong results, namely "false" instead of "true".

Although "Value" belongs to the core of Ultimate++, nobody answered!

Am I totally wrong, seriously misunderstanding something? Or is it so that important methods (.Is) of a type crucial to Ultimate++ (Value) might be buggy and no one seems to care??

Any response would be appreciated.

Werner

Subject: Re: Serious Bug in "Value" and no one cares?!
Posted by unodgs on Wed, 05 Dec 2007 10:51:56 GMT
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Ok, I run Core06 and this is what I've got:

a.Is<int>() = true
a.Is<double>() = false
b.Is<double>() = true

seem to be ok. I used MSC80

Subject: Re: Serious Bug in "Value" and no one cares?!
Posted by mirek on Wed, 05 Dec 2007 11:03:19 GMT
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Werner wrote on Wed, 05 December 2007 05:37On December 1, 2007 I posted the message #12969 "Bug in Core06.cpp or in U++ Core value types tutorial" in "U++ TheIDE: Other Features Wishlist and/or Bugs", stating that "a.Is<int>()" and "b.Is<double>()" in the "Core06.cpp" example return wrong results, namely "false" instead of "true".

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of a type crucial to Ultimate++ (Value) might be buggy and no one seems to care??

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Werner

Sorry about missing that one, anyway this is a wrong place. You should have posted into Library forums.

FIY, I personally check these much more often then this ide related topics. Malfunctioning IDE or even IDE wishes are IMO lower priority than bugs in library.

Anyway, going to check now.

Mirek

Subject: Re: Serious Bug in "Value" and no one cares?!
Posted by Werner on Wed, 05 Dec 2007 13:17:11 GMT
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unodgs wrote on Wed, 05 December 2007 11:51Ok, I run Core06 and this is what I've got:

a.Is<int>() = true
a.Is<double>() = false
b.Is<double>() = true

seem to be ok. I used MSC80

I'm getting

a.Is<int>() = false
a.Is<double>() = false // actually, this is ok!
b.Is<double>() = false

when using gcc 4.2.1

Werner
