U++ - Bug #1631
Fix SubRange<const T&> issue

01/30/2017 10:21 PM - Miroslav Fidler

Status:	Rejected		**Start date:**	01/30/2017
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

Vector<int> a;
    a << 1 << 2 << 3;
const Vector<int>& b = a;

Vector<int> c;
    c.Append(SubRange(b, 0, 1));

should work...

History

#1 - 02/04/2017 05:51 PM - Miroslav Fidler

- Status changed from New to Rejected