
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