
Subject: Re: Bug in Core06.cpp or in U++ Core value types tutorial

Posted by [mirek](#) on Wed, 05 Dec 2007 13:59:35 GMT

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[quote title=Werner wrote on Wed, 05 December 2007 08:29]luzr wrote on Wed, 05 December 2007 12:07This is a complete output from quick test:

I'm running upp-mingw-711-dev2.

I got my results building the original core06.cpp example using gcc 4.2.1 under Windows XP.

Werner

Thank you. Bug reproduced and fixed (templates are implemented according to standard in GCC... while MSC interpreted certain code as I wanted.... .

To be sure, please replace these in Value.h:

```
template <class T>
inline dword ValueTypeNo(const T&)    { return StaticTypeNo<T>() + 0x80000000;; }

template<> inline dword ValueTypeNo(const int&)    { return INT_V; }
template<> inline dword ValueTypeNo(const int64&) { return INT64_V; }
template<> inline dword ValueTypeNo(const double&) { return DOUBLE_V; }
template<> inline dword ValueTypeNo(const bool&)   { return BOOL_V; }
template<> inline dword ValueTypeNo(const String&) { return STRING_V; }
template<> inline dword ValueTypeNo(const WString&) { return WSTRING_V; }
template<> inline dword ValueTypeNo(const Date&)   { return DATE_V; }
template<> inline dword ValueTypeNo(const Time&)   { return TIME_V; }

template <class T, dword type, class B = EmptyClass>
class AssignValueTypeNo : public B {
public:
    friend dword ValueTypeNo(const T&)          { return type; }

    void operator=(const AssignValueTypeNo&) {} // MSC 6.0 empty base class bug fix
};

template <class T>
bool IsType(const Value& x, T* = 0)    { return ValueTypeNo(*(T *)NULL) == x.GetType(); }

template <class T>
inline bool Value::Is() const
{
    return IsType<T>(*this);
}
```

..and test..

Mirek
