
Subject: Re: Pick overloaded by Rvalue?

Posted by [bytefield](#) on Wed, 12 Nov 2008 09:48:03 GMT

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cbpporter wrote on Wed, 12 November 2008 09:01Well I/m more interested in this: Uniform initialization and initialization lists. Seems like GCC can handle this.

I've tried some examples given there but just few work with my g++(4.3.2). For example initializers for POD types work but for types from std library it doesn't work.

Work for: `int i = {1};`

`double du[] = {2.2, 3.3, 4.4};`

Doesn't work for: `std::map<std::string,int> anim = { {"bear",4}, {"cassowary",2}, {"tiger",7} };`

`std::vector<std::string> vstr = {"Hello", "World", "!"};`

`std::complex<double> z{1,2};`

`std::char_traits<char>, std::allocator<char> >, int, std::less<std::basic_string<char,`
`std::char_traits<char>, std::allocator<char> > >, std::allocator<std::pair<const`

Are these features implemented later in g++, in new versions of g++ from svn?
