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Subject: Re: Conditional jump or move depends on uninitialised value(s)

Posted by [Novo](#) on Wed, 28 Jan 2009 04:43:35 GMT

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luzr wrote on Tue, 27 January 2009 04:25

Well, that is how it is meant to be. If you do not initialize Size, it is not initialized...

The point is

```
Buffer<Size> x(1000);
```

I might not want to have implicit `memset(&x, 0, 4000)` - what if I know I am going to change these sizes immediately to something else?

Mirek

Objections:

1) it looks like you added documentation about that only today. And the word "uninitialized" is not in capital letters, so, it is very easy to overlook that.

2) you are saving two assembler commands per object and causing a lot of problems for other developers. Does it really worth that? It looks like one needs to learn all these tricky side-effects before he can start developing.

There always be problems with Size because of that. Guess how I found this constructor. At some point you will forget all these tricks yourself. Hopefully it happens after you turn 80.

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