
Subject: Re: Ultimate++ possible adaptation to C++0x
Posted by [cbpporter](#) on Mon, 15 Jun 2009 20:59:18 GMT
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I just finished testing GCC 4.4. It compiles everything OK and is insignificantly slower probably because of insignificant increase in object file size.

Then I tested it's C++0x support. I had to change a single line where G++ complained, but otherwise U++ compiles in C++0x mode.

As for testing external templates, they work. But I see no change: the resulting object files are just as big (in one test even bigger by a few kb) and compilation time is the same. So what are then these external templates supposed to help with? I see no reason to use them in GCC 4.4, since there is a good chance that some inline template functions will not be inlined and there was zero gain for me.

Or maybe I need a better test case.

Maybe in future versions it will work better, but I got a strange feeling that the feature I've been looking most forward in new standard will ultimately disappoint me. I guess I was expecting something that would work as well as D templates and I was barking up the wrong tree.
