Subject: Bug in msc 7.1 ?
Posted by mdelfede on Mon, 08 Mar 2010 21:55:42 GMT
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```
#include <Core/Core.h>

using namespace Upp;

struct pippo : Moveable<pippo>
{
 int T;

};

Vector<pippo> pluto()
{
 Vector<pippo> p;
 p.Add();
 return p;
}

CONSOLE_APP_MAIN
{
 Vector<pippo>v = pluto();

}
```

gives this error :

```
z:\home\massimo\WINDOWS\upp\uppsrc\Core\Topt.h(154) : error C2523: 'pippo::~T' : destructor
tag mismatch
        z:\home\massimo\WINDOWS\upp\uppsrc\Core\Vcont.hpp(68) : see reference to function
template instantiation 'void Upp::DestroyArray<T>(T *,const T *)'
 being compiled
        with
        [
            T=pippo
        ]
        Z:\home\massimo\WINDOWS\SDK2003\Microsoft Visual C++ Toolkit
2003\include\xmemory(136) : while compiling class-template member function 'void Upp::V
 ector<T>::Free(void)'
        with
        [
            T=pippo
        ]
```

Z:\home\massimo\WINDOWS\upp\MyApps\TestVectx\TestVectx.cpp(12) : see reference to class template instantiation 'Upp::Vector<T>' being compiled
with
[
T=pippo
]

Changing the definition of struct pippo like that :

```
struct pippo : Moveable<pippo>
{
 int _T;  // <== note, now variable is _T

};
```

Solves the problem... sigh. It seems to me that M$ compiler makes some mixing between template parameters and variable names in structs....
As usual, GCC behaves right there.

Max
