
Subject: Re: using Ctrl::Add; required for templates / overloaded virtual functions
Posted by [mirek](#) on Tue, 06 Jul 2010 07:26:09 GMT

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kohait00 wrote on Thu, 24 June 2010 08:52Quote:

P.S. Maybe it is a bug of C++ if not compiling without using?

who knows to find something similar on the net was quite difficult, there is lots of stuff concerning C2440 error, but quite few related to this one...

the question at the end, what to do with this, which of the 2 options should U++ set as code guideline? which is esier

I would say, use different method name....

In any case, code provided is simply nasty. I would not dare to use anything like that unless in some really dire situation