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Subject: Re: NTL and C4251

Posted by [jmansion](#) on Mon, 24 Apr 2006 13:34:30 GMT

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Well, I can tell you that the problem is retained in VC2003. Haven't checked 2005 yet.

I'll have to extract NTL and have a look myself, then. I'm looking for something I can bundle into my source tree to remove issues with different STLs anyway (and so I can force it all to use my own memory allocator stuff too).

Thanks anyway.

James

BTW have you considered working with Walter Bright to use Digital Mars C++ under Win32?

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