
Subject: Re: PolyDeepCopyNew: MSC / GCC differ in behaviour

Posted by [kohait00](#) on Mon, 18 Oct 2010 14:16:29 GMT

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i've got some polymorphic object instantiation factories in development. that's why the need. nevermind. thanks for your patience. basicly, the example provided is an extract of the current work reduced to the 'most simple' to reproduce the compile error.

nevertheless i found the thing to compile under GCC as well, moving the PolyDeepCopyNew<CopyableC<> > to the CopyableC itself, instead of specifying it somewhere in upper hierarchy. but it's actually not what i wanted.. maybe you will have a hint. if not i dont mind.

```
template<class C, class B = EmptyClass>
class CopyableC : public PolyDeepCopyNew<CopyableC<C,B>, Copyable<CopyableC<C,B>, B>
>
{
public:
    virtual const C& GetC() const          = 0;
    virtual C& GetC()                      = 0;

    operator const C&() const              { return GetC(); }
    operator C&()                          { return GetC(); }
};

template<class B, class C, class CB = EmptyClass>
class PolyCopyableC : public B, public CopyableC<C, CB>
{
public:
    virtual const C& GetC() const          { return *this; }
    virtual C& GetC()                     { return *this; }
};
```