
Subject: Re: stl-compatibility

Posted by [mirek](#) on Sat, 20 Apr 2013 16:59:54 GMT

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It should be now fixed, except Segtor, which is totally obsolete...

This now compiles:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
template <class T>
```

```
void Check()
```

```
{
```

```
    T a;
```

```
    std::includes(a.begin(), a.end(), a.begin(), a.end());
```

```
    const T& b = a;
```

```
    std::includes(b.begin(), b.end(), b.begin(), b.end());
```

```
}
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
    Check< Vector<int> > ();
```

```
    Check< Array<int> > ();
```

```
    Check< BiVector<int> > ();
```

```
    Check< BiArray<int> > ();
```

```
    Check< Index<int> > ();
```

```
    Check< ArrayIndex<int> > ();
```

```
    Check< VectorMap<int, int> > ();
```

```
    Check< ArrayMap<int, int> > ();
```

```
    Check< InVector<int> > ();
```

```
    Check< InArray<int> > ();
```

```
    Check< SortedIndex<int> > ();
```

```
    Check< SortedVectorMap<int, int> > ();
```

```
    Check< SortedArrayMap<int, int> > ();
```

```
}
```
