Subject: Re: Bug in msc 7.1 ?
Posted by Lance on Sun, 01 Dec 2013 01:46:28 GMT
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Interesting. I remember the other day I encountered this problem:

extern "C" extern int array[10];

Compiles fine on VC++11 but will not be accepted in g++ 4.8

I have to revise it to something like

```
extern "C"{
extern int array[10];
}
```

I am not sure which is more standard-complying here though.

And I have another very interesting situation. Some predicate I passed to Upp::BiFindIndex(...) stops both VC++11 and g++ upto 4.8 with a compiling error of cannot find a match. And the only thing I need to do to fix it is insert a blank line (or subsequently remove it if there is one already), F5 and it will pass. This symptom is same on both compilers. A recent update on vc++ has fixed the issue but g++ remains the same.

Here is what I do. It can be easily simulated:

```
inline bool compare_person(const RecordSet::Record& r, int person_id)
{
 return r[0].As<int32>()<person_id;
}

String TrialBalanceCtrl::FormattedPerson(int person_id)
{
 String s;
[b]
 int i=BinFindIndex(person, person_id, compare_person);
 //above line will fail g++4.8 from time to time
 //simply add or remove a line after it will make
 //g++4.8 happy on the next compile pass.
[/b]
 if(i!=person.RecordCount() && person(i,0).As<int32>()==person_id)
 {
  s<<'['<<person(i,"code").As<String>()
    <<"] "<<person(i,"name").As<String>();
 }
 return s;
```

```
}
```