
Subject: Curious problem with Vector

Posted by [koldo](#) on Tue, 20 Mar 2018 12:17:19 GMT

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Hello all

I have found a weird problem. Declaring this class:

```
struct MyData : public Moveable<MyData> {  
    MyData() {}
```

```
    double T;  
};
```

And declaring `Vector<MyData> data;` produces an error message in MSC15 and 17 (not in MinGW):

error C2523: 'Unit::~~T': destructor tag mismatch

The code when the error is found is:

```
template <class T>  
inline void Destroy(T *t, const T *end)  
{  
    while(t != end) {  
        t->T::~~T(); // HERE  
        t++;  
    }  
}
```

In some way, the name of variable `double "T"` clashes with template name `"T"...`
