
Subject: Re: AssertST problem in initialization when debugging on MSBT17x64
Posted by [mr_ped](#) on Wed, 28 Nov 2018 09:34:03 GMT

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I believe your fix is more "robust", and will bring you less ugly surprises in case the static class would try to use something from U++ Core... but if it was some simple stand-alone class, then this is a bit like extra-price for using the U++.

So I think in the end everything worked as supposed, and you fixed a bug in your code (although it may be just "U++ code style" "bug", not real bug causing some wrong results at runtime).

Maybe that assert in mt.h can have some comment associated, that it may happen in such specific case, so one wouldn't have to dig that deep to figure out what is the cause.
