
Subject: Tricky template non-typeParameter
Posted by [Xemuth](#) on Sat, 08 Jun 2019 14:36:55 GMT
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Hello,

Is it possible to do something like that :

```
using namespace Upp;
```

```
template<dword> struct Type_selector;  
template<> struct Type_selector<1> { using Type = int;};  
template<> struct Type_selector<3> { using Type = String;};  
template<> struct Type_selector<4> { using Type = Date;};  
template<> struct Type_selector<134217728> { using Type = long;};  
template<> struct Type_selector<134217729> { using Type = float;};  
template<> struct Type_selector<2> { using Type = double;};  
template<> struct Type_selector<11> { using Type = bool;};
```

```
template<dword type> using Type = typename Type_selector<type>::Type;
```

```
CONSOLE_APP_MAIN
```

```
{  
  Type_selector<1>::Type E =1; //work  
  Type<1> T =2;//Work
```

```
  // Is it possible to actually doing something like that :  
  Type<"int"> F = 3; //I want F to be Int from giving Upp::String to 'Type'  
}
```

thanks in advance

best regard