
Subject: Re: prototype not found
Posted by [mirek](#) on Fri, 21 Jun 2019 15:59:11 GMT
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Leander wrote on Sun, 09 June 2019 18:59Hi together.

Have got this code here:

```
#include <string>
#include <stdlib.h>
using namespace std;

template <typename T>
T* new_(int size=1, bool init=false);

template <typename T>
T* new_(int size, bool init)
{
    if (size < 1) {return NULL;}
    T *p = NULL;
    if (size==1) {p = new T;}
    else {p = new T[size];}
    if (!p) exit(-1);
    if (init) memset(p, 0, sizeof(T) * size);
    return p;
}

int main()
{
    std::string *pst;
    pst = (string*)new_();
    return 0;
}
```

The return "pst" should be enough to know what is a T.

No, it is not. Types only can get resolved as parameters. But, good news, you can specify it directly:

```
pst = new_<string>();
```
