Subject: Re: An U++ equivalent of bzero ? (if not a sin)
Posted by xrysf03 on Sun, 03 Nov 2019 21:34:04 GMT

Actually come to think of that... what if I allocate the buffer dynamically?

double* array_ptr = new double[some_calculated_size];

Will Upp::Zero() know the right size, by any chance? (Talk to the allocator behind the scenes? That would not be very good as a general approach, as in general a pointer needn't point to the beginning of an allocated chunk of memory, it can point to someplace inside an allocated buffer etc.) = I guess I'd better decide whether to use a proper container, or use manual iteration, or stick to memset()...

BTW that floating-point literal zero, written as 0.0, that's a nice trick I didn't know about, thanks Klugier :)