
Subject: Re: get_i

Posted by [mirek](#) on Mon, 29 Jun 2020 17:23:31 GMT

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I have just found that this fails with Visual C++ compiler:

```
String n = " 2";  
ASSERT(decode(4, 1, "one", 2, "two", 3, "three", "unknown" + n) == String("unknown 2"));
```

The problem is that temporary object gets destroyed too early...

I believe this is a compiler error. In any case, it is pretty bad.

EDIT: Not a compiler bug. The problem is in your decode. Fixed it with

```
template <class T, class V>  
constexpr const V& decode(const T& sel, const V& def)  
{  
    return def;  
}
```

```
template <class T, class K, class V, typename... L>  
constexpr const V& decode(const T& sel, const K& k, const V& v, const L& ...args)  
{  
    return sel == k ? v : decode(sel, args...);  
}
```

```
template <class T>  
constexpr const char *decode(const T& sel, const char *def)  
{  
    return def;  
}
```

```
template <class T, class K, typename... L>  
constexpr const char *decode(const T& sel, const K& k, const char *v, const L& ...args)  
{  
    return sel == k ? v : (const char *)decode(sel, args...);  
}
```
