Subject: Re: Doubt with Buffer<> of a trivially destructible type
Posted by Oblivion on Thu, 12 Dec 2024 13:15:23 GMT

Hello Iñaki,

Quote:
However, vector3_destructible gets true.

Yes, because std::is_trivially_destructible removes all extents (dimensions) of the object in question before its type gets evaluated. So, basically it is returning true for double type.

However, Buffer<Vector3> doesn't. So it expands into Buffer<double[3]>, hence the error.

I think you should instead prefer -if possible- a structure or Buffer<double> mybuffer(count * 3).

Then again, I don't know the exact requirements of your code.

Best regards,
Oblivion