
Subject: Re: Doubt with Buffer<> of a trivially destructible type
Posted by [Oblivion](#) on Thu, 12 Dec 2024 13:40:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

However, this should work too:

```
CONSOLE_APP_MAIN
{
    typedef std::array<double, 3> Vector3;

    Buffer<Vector3> vector3_data(10, {1.0, 2.0, 3.0});

    for(int i = 0; i < 10; i++) {
        auto a = vector3_data[i];
        Cout() << a[0] << " " << a[1] << " " << a[2] << "\r\n";
    }
}
```

Or, C++17 style:

```
typedef std::array<double, 3> Vector3;

Vector<Vector3> vector3_data(10, {1.0, 2.0, 3.0});

for(auto& [a, b, c] : vector3_data) {
    Cout() << a << " " << b << " " << c << "\r\n";
}
```

Best regards,
Oblivion
