Subject: Re: Doubt with Buffer<> of a trivially destructible type
Posted by koldo on Sat, 14 Dec 2024 19:45:35 GMT

Hi Lance

Thank you for your response.
I have to say that std::vector has the same problem, but it is also true that we like to do things better than the standard library. 8)

One difficulty we have with CLANG is that although in U++ we try to handle the problem at run time, CLANG detects the problem at compile time.
Therefore, the solution has to work at compile time.