
Subject: Re: Doubt with Buffer<> of a trivially destructible type

Posted by [mirek](#) on Thu, 26 Dec 2024 17:47:34 GMT

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- For C++ 17, just insert constexpr in the std::is_trivially_destructible check, to force it to work in compile time:

if constexpr (std::is_trivially_destructible<T>::value)

We are now C++17 -> used this one
