Subject: Re: Doubt with Buffer<> of a trivially destructible type
Posted by koldo on Fri, 27 Dec 2024 17:34:01 GMT

mirek wrote on Thu, 26 December 2024 18:47- 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 oneThank you Mirek. Problem solved!