Subject: v14609 GetHashValue compilation error
Posted by Xemuth on Mon, 22 Jun 2020 13:23:50 GMT
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Hello,

After a quick search in forum it seems nobody have ride up this probleme yet.
In version 14609, function :
template <class T>
inline hash_t GetHashValue(const T& x) { return x.GetHashValue(); }

Raise error on compilation on MSVS19 and Clang.

I have made a quick test case :
```
#include <Core/Core.h>
using namespace Upp;
CONSOLE_APP_MAIN
{
 ArrayMap<float, int> MyMap ={{8.02f,45},{4.85f,52},{1.75f,12},{9.36f,1},{6.04f,71}};
}
```

PS: It seems this post is not in is right forum category, I'm sorry, I don't know how could I move it

Subject: Re: v14609 GetHashValue compilation error
Posted by Xemuth on Wed, 08 Jul 2020 08:29:46 GMT
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For strange reason, the problem don't occure when using a double instead of a float.

Subject: Re: v14609 GetHashValue compilation error
Posted by jjacksonRIAB on Sun, 28 Aug 2022 08:01:12 GMT
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The problem appears to be in Topt.h where there is no specialization for float (line 476):

//template<> inline hash_t GetHashValue(const float& a) { double memhash(&a, sizeof(a)); }

is commented out but it clearly has an error in it. It should be

template<> inline hash_t GetHashValue(const float& a) { return memhash(&a, sizeof(a)); }

After making that change it appears to work.
