
Subject: How to fix this strong behaviore of MSC compiler & temporary value ?

Posted by [omari](#) on Fri, 24 Apr 2015 10:56:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello:

the code below does not work as expected when compiled with MSC compiler, tested with MSC10/WinXP and MSC12/Win7:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class A
```

```
{
```

```
public:
```

```
int x;
```

```
A():x(0)    {}
```

```
A( A rval_ a)  { LOG("from A");x = a.x;} 
```

```
A(String const &s) { LOG("from String");}
```

```
operator String() { LOG("to String"); return ""; }
```

```
};
```

```
A GetA()
```

```
{
```

```
  A a;
```

```
  a.x = 6;
```

```
  return a;
```

```
}
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
  A a = GetA();
```

```
  DUMP(a.x);
```

```
}
```

the output of this test case is :

from A

to String

from String

a.x = 1310556

Subject: Re: How to fix this strong behaviore of MSC compiler & temporary value ?

Posted by [deep](#) on Sat, 25 Apr 2015 08:07:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Omari

Try this,
Declare first. Then use.
A a ;

```
CONSOLE_APP_MAIN
{
    A a ; // this is changed
    a = GetA();
    DUMP(a.x);
}
```

A a = GetA();
Declaration and assignment on same line does not work particularly function return value.
I don't know why it is this way.

I experienced this behavior with some other functions.

Subject: Re: How to fix this strong behaviore of MSC compiler & temporary value ?

Posted by [omari](#) on Mon, 26 Oct 2015 11:51:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think the best solution is to never use "const &", but use rval_

```
class A
{
public:
    int x;
    A():x(0)    {}

    A( A rval_ a)  { LOG("from A");x = a.x;}
    A(String rval_ s) { LOG("from String");}
```

```
operator String() { LOG("to String"); return ""; }  
};
```

work as expected.
