U++ - Bug #1631

Fix SubRange<const T&> issue

01/30/2017 10:21 PM - Miroslav Fidler

Status:	Rejected	Start date:	01/30/2017	
Priority:	Normal	Due date:		
Assignee:		% Done:	0%	
Category:		Estimated time:	0.00 hour	
Target version:		Spent time:	0.00 hour	
Description		•		
Vector <int> a;</int>				
a << 1 << 2 << 3	•			
const Vector <int>&</int>	b = a;			
Vector <int> c;</int>				
c.Append(SubRange(b, 0, 1));				
should work				

History

#1 - 02/04/2017 05:51 PM - Miroslav Fidler

- Status changed from New to Rejected

04/26/2025 1/1