

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			
<pre>Vector<int> a; a << 1 << 2 << 3; const Vector<int>& b = a; Vector<int> c; c.Append(SubRange(b, 0, 1)); should work...</pre>			

History

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

- Status changed from New to Rejected