

Re: Need template work-around in VC6

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vc/2006-08/msg00475.html>

- *From:* "mlimber" <mlimber@xxxxxxxx>
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Carl Daniel [VC++ MVP] wrote:

"mlimber" <mlimber@xxxxxxxx> wrote in message
news:1156357989.032727.206660@xx

I am using VC++ 6 (sp6) and cannot change compilers. I have something akin to this code:

```
#include <iostream>
using namespace std;

template<int i>
struct Int2Type
{
    enum { value = i };
};

struct Foo
{
    template<int i>
    void Bar()
    {
        cout << i << endl;
    }

    // Ugly work-around
    template<int i>
    void Baz( const Int2Type<i>& )
    {
        cout << i << endl;
    }
};

int main()
{
    Foo f;
    f.Bar<42>(); // Error here
    f.Baz( Int2Type<42>() );
}
```

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```
return 0;  
}
```

The error message is: "error C2059: syntax error :)". I can use the ugly work-around with `Int2Type` that is shown, but I would much prefer something simpler and more aesthetically pleasing. Any ideas?

For VC6? No, not really (not that I've seen anyway). The parser simply doesn't understand explicit template arguments on a function invocation.

Except for free-standing functions, of course. Thanks for responding!

Cheers! --M

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