

## Re: Compiler error or? Microsoft VC++ v6.0

**Source:** <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2004-02/1066.html>

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**From:** Hendrik Schober (*SpamTrap\_at\_gmx.de*)

**Date:** 02/17/04

Date: Tue, 17 Feb 2004 22:51:04 +0100

Torstein Hansen <torsteinRemoveThis@hansen.as> wrote:

> *"Ron Natalie"* <ron@sensor.com> wrote in message  
> news:403282f0\$0\$139\$9a6e19ea@news.newshosting.com...  
>>  
>> *"Torstein Hansen"* <torsteinRemoveThis@hansen.as> wrote in message  
> news:kpvYb.464\$72.135468032@news.telia.no...  
>>  
>>> *But in this code it's not the literal 0, rather*  
>>> *const unsigned long u0 = 0*  
>>>  
>> *That's good enough. The rule says that a null pointer constant is a*  
> *integer*  
>> *constant expression evaluating to zero. A const variable initialized*  
> *with a*  
>> *constant qualifies as a constant expression.*  
>>  
>  
> *Right – I'll just have to accept the rule. Even though it made for some*  
> *long deep looks into the code to figure out what happened...*

Make your ctors 'explicit' except on  
very rare occasions. This takes care  
of many such issues.

> *Thanks all...*  
>  
> *Torstein*

Schobi

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SpamTrap@gmx.de is never read  
I'm Schobi at suespammers dot org  
"Sometimes compilers are so much more reasonable than people."  
Scott Meyers