

Re: VC++ :: C2912 Error Question

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2004-12/0519.html>

From: Hendrik Schober (*SpamTrap_at_gmx.de*)

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David Lowndes <davidl@example.invalid> wrote:

>

[<http://lab.msdn.microsoft.com/ProductFeedback/viewfeedback.aspx?feedbackid=3facc81f-3912-493b-944d-0faf24>]

> *No problem – have a look at MS's response to the report – they have an
> explanation.*

Too bad they won't fix this. While one day all C++ compilers will probably do that, until then this will remain a bug for all compilers except VC. (And rightly so — currently this /is/ a bug.)

I have this problem, too, and it's really annoying. I am writing a lot of template code that's ported to other platforms.

I often create specializations by copy-pasting the original template and forget to remove superfluous 'typename's — and the compiler doesn't bark at me. When this code then is ported the developer doing this has to understand the error message, the problem, how to fix this, and the impact onto other platforms. ("Do I need to surround this fix with '#ifdef' because /my/ compiler is broken or am I doing the right thing?") While all this certainly is doable, it is also tedious, error prone, and steals our time.

I have actually started to write template code using CodeWarrior first and porting it to VC, because of this, missing two-phase lookup (which is even worse!) and some other quirks in VC. (And I hate CW's IDE!)

> *Dave*

> [...]

Schobi

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SpamTrap@gmx.de is never read

I'm Schobi at suespammers dot org

"The presence of those seeking the truth is infinitely
to be preferred to those thinking they've found it."

Terry Pratchett