

## Re: Error – Declaring static arrays of structs in a class (VC6)

**Source:** <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2004-12/1211.html>

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**From:** benben (*benhongh\_at\_yahoo.com.au*)

**Date:** 12/24/04

Date: Fri, 24 Dec 2004 10:40:02 +0800

But I think it is also a good style to supply a constructor, and init the struct as

```
S(1, "Hi")
```

rather than

```
{1, "Hi"}
```

VC 7.1 is sometimes too forgiving to not-so-good style code. :)

benben

```
> VC6 didn't seem to allow initializing non-POD structures with an
> initializer
> list.
>
> "Hashim" <hashim@nowhere.com> wrote in message
> news:e9b8oEN6EHA.2196@TK2MSFTNGP14.phx.gbl...
>> Yes, I came to know from another forum that this code compiles fine on
VC7
>> but they didnt tell to change the code
>>
>> {5, "Hi"}
>>
>> to
>>
>> {5, string("Hi")}
>>
>> Thanks. This seems logical and understandable.
>>
>> I am still waiting for the explanation of the solution presented in
first
>> reply of my post.
>>
>>
```

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```
> > "benben" <benhongh@yahoo.com.au> wrote in message
> > news:OAMOUeM6EHA.3756@TK2MSFTNGP14.phx.gbl...
> >> Your code compiled fine on my machine (VC++ 7.1). Perhaps if you change
> >>
> >> CMyClass::S CMyClass::Array[] =
> >> {
> >> {5, "Hi"}
> >> };
> >>
> >> to
> >>
> >> CMyClass::S CMyClass::Array[] =
> >> {
> >> {5, string("Hi")}
> >> };
> >>
> >> will lead you out of the hassal.
> >>
> >> On a 32-bit intel machine {5, "Hi"} will take up 64 bits (32 bits for
an
> >> int, 32 bits for a const char*), however, sizeof(CMyClass::S) may take
up
> >> bore bits (32 bits for an int, more than 32 bits for an std::string)...
> >>
> >> ben
> >>
> >>> Hi all,
> >>>
> >>> This is the .h file
> >>>
> >>>
> >>> Code:
> >>> #include <string>
> >>> using namespace std;
> >>>
> >>> class CMyClass
> >>> {
> >>> private:
> >>> struct S
> >>> {
> >>> int i;
> >>> string s;
> >>> };
> >>>
> >>> static S Array[];
> >>> static int i[];
> >>>
> >>> public:
> >>> CMyClass();
> >>> virtual ~CMyClass();
> >>>
```

Re: Error – Declaring static arrays of structs in a class (VC6)

```
> >>> };
> >>>
> >>> and this the .cpp file
> >>>
> >>>
> >>> Code:
> >>> #include "MyClass.h"
> >>>
> >>>
> >>> CMyClass::S CMyClass::Array[] =
> >>> {
> >>> {5, "Hi"}
> >>> };
> >>>
> >>>
> >>> int CMyClass::i[] = {0};
> >>>
> >>>
> >>>
> >>> //////////////////////////////////////
> >>> // Construction/Destruction
> >>> //////////////////////////////////////
> >>>
> >>> CMyClass::CMyClass()
> >>> {
> >>>
> >>> }
> >>>
> >>> CMyClass::~CMyClass()
> >>> {
> >>>
> >>> }
> >>>
> >>> With this code, Visual C++ 6 (SP6) complier gives following errors.
> >>>
> >>> \MyClass.cpp(10) : error C2440: 'initializing' : cannot convert from
> >>> 'const
> >>> int' to 'struct CMyClass::S'
> >>> No constructor could take the source type, or constructor
> >>> overload
> >>> resolution was ambiguous
> >>> MyClass.cpp(10) : error C2440: 'initializing' : cannot convert from
> >>> 'char
> >>> [3]' to 'struct CMyClass::S'
> >>> No constructor could take the source type, or constructor
> >>> overload
> >>> resolution was ambiguous
> >>>
> >>> Even a try of almost one hour, I am unable to know what is wrong with
> >>> this
```

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> >>> *code. This code works fine if we replace string objects in S struct*  
**with**  
> >>> *char \*. Cany anybody help?*  
> >>>  
> >>>  
> >>  
> >>  
> >  
> >  
> >  
>  
>