

Re: STL allocator for shared memory

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2005-08/msg00678.html>

- *From:* "Joe" <joe@xxxxxxxxxx>
 - *Date:* Fri, 19 Aug 2005 13:42:59 -0700
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"Tom Widmer [VC++ MVP]" <tom_usenet@xxxxxxxxxx> wrote in message <news:uFGrwNNpFHA.1444@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

> Joe wrote:

> > <nothing of importance>

>

> With Dinkumware's implementation you can use a custom pointer type that
> contains an offset (using the allocator::pointer typedef). I've had
> offset pointers working in a container using their implementation, since
> it is very careful to always use the allocator typedefs rather than
> assuming that pointer == T*.

And THAT actually answers the OP's question!!!

>

> Tom

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- *References:*

- ◆ [*STL allocator for shared memory*](#)
 ◇ *From:* sutphinwb
- ◆ [*Re: STL allocator for shared memory*](#)
 ◇ *From:* Joe
- ◆ [*Re: STL allocator for shared memory*](#)
 ◇ *From:* Tom Widmer [VC++ MVP]

- Prev by Date: [*Re: Copy constructor !*](#)
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