Re: template typedef

Source: http://www.tech−archive.net/Archive/VC/microsoft.public.vc.language/2008−09/msg00703.html

- *From*: "Igor Tandetnik" <itandetnik@xxxxxxxx>
- *Date*: Mon, 22 Sep 2008 07:11:10 −0400

"Alessandro Vergani" <avergani@xxxxxxxxxxx> wrote in message
news:4FC7D387−AA48−4DCC−9138−ED2387A7811B@xxxxxxxxxxxxx

> suppose I have a template class like:
>
> template <typename T>
> struct X
> {
> T value;
> };
>
> If I need a shared_ptr to this class I declare it like:
>
> std::tr1::shared_ptr<X<char>> XcharPtr;
>
> Is there a way to typedef the first part, so I can do something like:
>
> typedXptr<char> XcharPtr;

There will be, in the next version of the standard. For now, the closest you can get is something like this:

```
template <typename T>
struct typedXptr {
typedef shared_ptr<X<T> > type;
};

typedXptr<char>::type XcharPtr;
```

−−
With best wishes,
Igor Tandetnik

With sufficient thrust, pigs fly just fine. However, this is not necessarily a good idea. It is hard to be sure where they are going to land, and it could be dangerous sitting under them as they fly overhead. −− RFC 1925

.