

Re: char_traits bug

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.stl/2004-02/0033.html>

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It's a bug in MSVC.NET. Compile the following code. It produces the same error.

```
#include <limits>
#undef max

template < typename T >
class A
{
protected:
    typedef std::numeric_limits< T > MinMaxTy;
private:
    T t_;
public:
    A(const T t= MinMaxTy::max()) : t_(t) {}
};

template < typename T >
class AA : public A< T >
{
    typedef A< T > inherited;
    typedef typename inherited::MinMaxTy MinMaxTy;
public:
    AA(const T t= MinMaxTy::max()) : inherited(t) {}
};

int main()
{
    AA< int > a;
}
```

Kai Henning

"Jason Winnebeck" <gillius@mail.rit.nspam.edu> schrieb im Newsbeitrag
news:#DIRuT08DHA.2752@TK2MSFTNGP09.phx.gbl...

> *I haven't found any other place you can report a bug with Visual Studio,*
> *so I figured I'd try here, although I don't think any MS people read*
these.

Re: char_traits bug

>
> *I'm deriving a class from the templated std::streambuf. In MSVC.NET
> 2002 and also in GCC 3 and te Comeau compiler, this code compiles.
> However in MSVC.NET 2003 alone does it not compile.*
>
> *I had to implement a small workaround only for MSVC.NET 2003. The code
> for the class is as follows:*
> *class goutbuf : public std::streambuf {*
> *public:*
> *goutbuf();*
> *~goutbuf();*
>
> */***
> ** If set, the next output will be an mprintf instead of a mprintf,*
> *with*
> ** the specified coordinates.*
> **/*
> *void setNextWriteLoc(int x, int y);*
>
> *protected:*
> *int sync();*
> *void flush_output();*
>
> *#if(_MSC_VER == 1310)*
> *//While still technically correct and valid, it's not quite as robust*
> *as the*
> *//next line because this makes the assumption on what traits_type is*
> *defined*
> *//as.*
> *int_type overflow(int_type meta = std::char_traits<char>::eof());*
> *#else*
> *//For some reason, in MSVC.NET 2003 alone (not 2002), this line*
> *generates*
> *//the following error:*
> *//error C2653: 'char_traits<char>' : is not a class or namespace name*
> *int_type overflow(int_type meta = traits_type::eof());*
> *#endif*
>
> *std::streamsize xspu(n(const char_type *ptr, std::streamsize count);*
>
> *private:*
> *char* buf;*
>
> *int x; //the next coords to write to, if not -1.*
> *int y;*
> *};*
>
> *This is part of the header file. The class is in the namespace*
> *GNE::Console, and there is another class in the header.*
>
> *Jason Winnebeck*