
Subject: Re: prototype not found
Posted by [Novo](#) on Tue, 11 Jun 2019 18:17:59 GMT
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The code is supposed to look like below

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
struct new_ {  
    new_(int size=1, bool init=false)  
    : size(size)  
    , init(init)  
    {}  
};
```

```
template <typename T>  
operator T() const { NEVER(); return T(); }
```

```
template <typename T>  
operator T*() const {  
    using T0 = typename std::remove_const<T>::type;  
    if (size < 1) {return NULL;}  
    T0 *p = NULL;  
    p = new T0[size];  
    if (!p) exit(-1);  
    if (init) memset(p, 0, sizeof(T) * size);  
    return p;  
}
```

```
private:  
    const int size;  
    const bool init;  
};
```

```
CONSOLE_APP_MAIN  
{  
    const char* str1 = new_(12, true);  
    std::string* pst = new_(12);  
    delete [] pst;  
    delete [] str1;  
}
```