

## inVRs - Refactor #58

### inVRs uses std::auto\_ptr in several places

04/21/2015 02:39 PM - Johannes Zarl-Zierl

<b>Status:</b>	Resolved	<b>Start date:</b>	04/21/2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
Occurrences of std::auto_ptr should be replaced with C++11 smart pointers where available.			

#### Associated revisions

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##### Revision 2634 - 04/21/2015 04:42 PM - Johannes Zarl-Zierl

Use std::unique\_ptr instead of std::auto\_ptr.

This silences deprecation warnings in "newer" compilers. For now, a fallback has been implemented to use auto\_ptr when unique\_ptr is not available. This is very light-weight (preprocessor definition), but will of course break when someone uses unique\_ptr in a way that is not compatible to an auto\_ptr.

When the dependencies of inVRs are next reviewed, it would make sense to require a newer compiler and disable this workaround (and maybe other workarounds in cmake/platformtests.cmake).

Closes #58

#### History

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##### #1 - 04/21/2015 05:18 PM - Johannes Zarl-Zierl

- Status changed from New to Resolved
- % Done changed from 0 to 100

Applied in changeset r2634.