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Subject: Re: OT: C++ Recursion

Posted by [=HT=T-Bird](#) on Thu, 09 Mar 2006 02:03:41 GMT

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Silent Kane wrote on Wed, 08 March 2006 16:32 Wonder what happens if you `__forceinline` that function lol

If the argument was a constant-expression, I'd say that most sensible compilers capable of unit-at-a-time compilation would be able to evaluate the entire mess at compile time (it's a pure function).

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