

cfg_version

The tracking issue for this feature is: #64796

The `cfg_version` feature makes it possible to execute different code depending on the compiler version. It will return true if the compiler version is greater than or equal to the specified version.

Examples

```
#![feature(cfg_version)]

#[cfg(version("1.42"))] // 1.42 and above
fn a() {
    // ...
}

#[cfg(not(version("1.42")))] // 1.41 and below
fn a() {
    // ...
}

fn b() {
    if cfg!(version("1.42")) {
        // ...
    } else {
        // ...
    }
}
```