



Avoiding ABI Breaks: Extrinsic Storage

```
// That's it. Here's an example:
// {
//     union Test { int a; double b; };
//     Test t = {42};
//     std::cout << t.a;
//     t.b = 3.14159;
//     std::cout << t.b;
// }
//
//                                     union_registry<>::on_set_alternative(&u,0);
//                                     union_registry<>::on_get_alternative(&u,0);
//                                     union_registry<>::on_set_alternative(&u,1);
//                                     union_registry<>::on_get_alternative(&u,1);
//                                     union_registry<>::on_destroy(&u);
```



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```
class data_race_registry {  
    static inline auto tags      = extrinsic_storage<check_state>{};  
  
public:  
    static inline auto get_state(void* pobj) noexcept {  
        return *tags.find_or_insert(pobj);  
    }  
  
    static inline auto on_destroy(void* pobj) noexcept -> void {  
        tags.erase(pobj);  
    }  
};
```