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Subject: Re: C++11

Posted by [Lance](#) on Sun, 02 Dec 2012 14:08:26 GMT

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I think eventually U++ should get rid of `pick_` and make use of rvalue reference instead. rvalue reference solves the same problem `pick_` sought to solve and is standard compliant, and behaves more consistent across compilers: I believe `pick_` is #define'd to different things on MSVC from on g++, and to avoid conflicts, U++ has to introduce a dummy parameter for deep copy semantics.

Last time when I mentioned this, Mirek said something like `pick_` had more degree of automation; for the same purpose rvalue reference might involve more coding. But the benefit of switching might overwhelm the cost. C++ programmers turning to U++ will appreciate the effort saved for learning `pick_` and will find the code easier to understand. U++ programmers don't have to speak a special dialect when there is no compelling reason for that.

The only problem IMHO is the resources needed to implement the switch. It's bound to take a lot of time and break a lot of user codes, unless somebody can write a parser to automate the process.

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