
Subject: Re: Refactoring Moveable
Posted by [mirek](#) on Fri, 03 Jan 2025 07:37:25 GMT
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Novo wrote on Thu, 02 January 2025 21:41A little bit of criticism.

Code below won't compile out of the box:

```
namespace test {  
    struct Test;  
}
```

```
namespace test {  
    struct Test : Moveable<Test> {  
  
        Vector<Test> children;  
    };  
}
```

Adding of

```
template <> inline constexpr bool is_upp_guest<test::Test> = true;
```

won't help.

You need to add

```
template <> inline constexpr bool is_trivially_relocatable<test::Test> = true;
```

All this stuff is inconvenient and unnatural.

And I have no idea how to make code below compile.

```
struct Test01;
```

```
struct Test01 {  
  
    struct Test02 : Moveable<Test02> {  
  
        Vector<Test02> children;  
    };  
};
```

Well, it is sort of obvious, right?

Anyway, easy fix is to move the `static_assert` to destructor. It however has the price of less clear error and also only gets triggered when you instantiate `Test02`.

Do we want to go there? Or any other ideas?
