
Subject: Re: Refactoring Moveable
Posted by [mirek](#) on Sat, 04 Jan 2025 08:05:19 GMT
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Moving static_assert here

```
template <class T>
inline typename std::enable_if_t<!is_trivially_relocatable<T>> Relocate(T *dst, T *src)
{
    static_assert(is_upp_guest<T>);
    new(dst) T(pick(*src));
    Destruct(src);
}
```

instead of destructor makes a lot of sense and perhaps adds a bit of self-explanation to the error, but there is still that small disadvantage that it only gets displayed when building, not while editing. Is that acceptable drawback?
