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Subject: Re: rvalue vs Pick

Posted by [mirek](#) on Thu, 01 May 2008 21:11:08 GMT

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captainc wrote on Thu, 01 May 2008 16:01I've been watching/reading a little bit about C++0x... what is the difference between Pick semantics and rvalue based "move semantics"?

Actually, it is VERY close To the degree that I was hoping we will adopt rvalue && in U++.

The only problem is that (AFAIK) new C++ standard does not define composition rules. That means you would be forced to implement pick (or move) each time want it, while U++'s "dirty method" makes compiler to do this for you.

Also, small but important difference is IMHO emphasis on making picked object operations illegal. I believe "move semantics" just puts the source into empty state, that would be hell to maintain.

And then, of course, pick in U++ is implicit for many classes, not just optimization...

Mirek

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