
Subject: Re: Pick overloaded by Rvalue?

Posted by [bytefield](#) on Mon, 24 Nov 2008 09:47:10 GMT

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So, is better for Upp and for us to stay away from C++ new standard.

luzr wroteUnfortunately, the main disadvantage of rvalue references is that they do not compose:

```
struct Foo {  
    Vector<int> x, y;  
};
```

- such construct would lack auto-generated pick constructor.

I think that is solved by using rvalue references + "move" constructor, that if every object implement move constructor(thought not auto-generated).

Anyway, why take so much to implement C++0x? I see g++ advancing pretty fast while implement new standard, e.g. now it support rvalue references in 4.3.2 (with -std=c++0x) and initializer lists in g++ from svn. However, is better implmentig it slowly, it means i will have 3 years from now to learn new standard and i think 3 years are enough.
