Subject: Re: Pick overloaded by Rvalue?
Posted by mirek on Mon, 24 Nov 2008 10:59:21 GMT
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bytefield wrote on Mon, 24 November 2008 04:47So, 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).

Last time I have checked, compiler never generates implicit move constructor.

Moreover:

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

Here U++ has natural pick copy of Foo - created by mixing 'deep' and 'pick' constructors of various members.

Well, AFAIK, authors of r-value references considered such feature "too complex and error-prone". Go figure

(It is however possible that the stance has changed since then - in that case, my stance w.r.t. next C++ would completely changed

Mirek