
Subject: Ultimate++ possible adaptation to C++0x
Posted by [ptDev](#) on Sun, 14 Jun 2009 10:45:19 GMT
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Hi everyone,

I believe it's been discussed somewhere else that the next C++ standard, although solving issues in the STL, will not do that much for U++.

Even being aware of this, I would like to ask the project maintainers the following:

- Will you use the upcoming move semantics (&&) to make the NTL more flexible in this regard? I would like to more easily be able to copy by assignment, rather than move, when I choose to.
- Would you consider applying template concepts to the Ultimate++ library design? If you did this, what would your approach be?

I'm very curious to see how U++ evolves along with the language, seeing that other GUI libraries were hesitant to even introduce templates in this day and age...
