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Subject: Re: Ultimate++ possible adaptation to C++0x

Posted by [mirek](#) on Sun, 14 Jun 2009 21:43:22 GMT

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cbpporter wrote on Sun, 14 June 2009 12:21

First, the issue of move semantics.

The real showstopper of move semantics is that it lacks automated composition.

That would require quite a lot of additional code in some places where we are using picks...

(But time will tell. Maybe these places are in fact not so numerous to justify \_pick..)

Mirek

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