Subject: Re: Basic questions about u++
Posted by mrjt on Wed, 07 Oct 2009 17:07:30 GMT

Well, here it is a little more complicated and is difficult to explain.

Basically there is a distinction between moveing and object and a deep copy of the object. This allows various memory operations to work more efficiently and nice things like returning a Vector<> object from a function. A detailed explanation is here(also follow the link to 'pick semantics'

I'll give you an example tomorrow if you need it, but I've got to run now or I'll miss my train