
Subject: Re: NEW: generic Toupe! grouper
Posted by [mirek](#) on Wed, 13 Oct 2010 07:07:44 GMT
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I am afraid that this is not as easy to make Toupe! moveable, because that would imply all elements are moveable too, which is not always the case....

It is a little bit troublesome situation. I have no problem requiring all elements to be moveable, however right now I do not see how to add check without breaking POD capability... (the fine method to add check is in destructor, but that would make Toupe! non-pod).
