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Subject: Re: C++11

Posted by [dolik.rce](#) on Sun, 02 Dec 2012 19:12:45 GMT

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Lance wrote on Sun, 02 December 2012 19:30 If U++ will adopt rvalue references, will it create the possibility of getting rid of Vector and many other containers/algorithms? Mirek will know better. My feeling is that in many a situation, the answer probably is 'yes'. If that is true, moving code into and out of U++ could be greatly simplified. Actually many of the containers are already compatibly with STL (search for STL\_\*\_COMPATIBILITY in Core). So things wouldn't get much easier than they are now. Another thing is that there are not only differences in move semantics, but also in algorithms used, interfaces and possibly other, so there are still reasons to keep the U++ containers. Not even to mention that you have to think about backwards compatibility

Honza

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