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Subject: Re: C++11

Posted by [Lance](#) on Sun, 02 Dec 2012 20:00:08 GMT

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Hi Honza:

Thanks. I didn't know that.

It's probably better not to touch it at all, or add some additional interfaces to incorporate rvalue reference so that existing code doesn't break. But in that way copy construction/assignment still means `pick_`, and for deep copy, so that a class moving into U++ may have to revise its related constructors/= to behave correctly in U++.

A class not written with `pick_` in mind will(or may?) not work correctly with `Upp::Vector<>`, even if it meets all the interface requirements superficially.

I agree benefit gain doesn't seem to justify the work involved and problems it may created.

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