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Subject: Re: Should the pick semantics be changed?

Posted by [mirek](#) on Wed, 05 Mar 2014 11:02:47 GMT

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piotr5 wrote on Wed, 05 March 2014 04:27

I agree, for now when compiling in c++11 the operator=([&](#)) should produce a compilation error whenever instantiated, informing the programmer that picking is default and right side either must be enclosed in `std::move` (or maybe rather some customized `Upp::Pick`) or use operator<= for deep copy.

I would not go that far as to use `std::move`. That part can stay as it is (I mean, '=' is transfer, either move or deep).

Mirek

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