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Subject: Re: How would you design a good copy/move semantics system?

Posted by [cbpporter](#) on Thu, 18 Dec 2014 11:55:42 GMT

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What I'm mostly interested in is what are the rules for guaranteeing a maximum invocation of move constructors in implicit situations, like when assigning or returning values.

U++ chose to have default copy to be move for this reason, right?

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