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

Posted by [cbpporter](#) on Wed, 07 Jan 2015 10:31:30 GMT

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Hi Lance,

Back from my holidays so Happy New Year to you and everyone else here!

Quote:

`CMD(CMD&& c):CM(std::move(c))`

I have very little practical experience with C++11 so I did not know that you need to explicitly call the move constructor as such when using inheritance.

What I'm trying to obtain is basically a single rule/library wide convention relating to move, without C++11 features. Things become more complicated when assignment operators are added and also when the code gets optimized, with some assignments not having code generated for them.

Not sure yet if one convention is enough to cover all cases. Furthermore, not sure if there are some implementation constraints related to C++ in order to maximize implicit call of move when returning values.

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