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

Posted by [cbpporter](#) on Mon, 12 Jan 2015 10:21:49 GMT

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I was interested in this in general, not necessarily in the context of C++, but in the context of value based programming languages.

Ideologically, I shall try a system that always does a copy, including on parameter passing, except on a return statement and see if that takes me somewhere. And an undocumented move operator that can be used but there aren't any hard rules or situations when you absolutely need it.

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