
Subject: How to fix this strong behaviore of MSC compiler & temporary value ?

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Hello:

the code below does not work as expected when compiled with MSC compiler, tested with MSC10/WinXP and MSC12/Win7:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class A
```

```
{
```

```
public:
```

```
int x;
```

```
A():x(0)    {}
```

```
A( A rval_ a)  { LOG("from A");x = a.x;} 
```

```
A(String const &s) { LOG("from String");}
```

```
operator String() { LOG("to String"); return ""; } 
```

```
};
```

```
A GetA()
```

```
{
```

```
  A a;
```

```
  a.x = 6;
```

```
  return a;
```

```
}
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
  A a = GetA();
```

```
  DUMP(a.x);
```

```
}
```

the output of this test case is :

from A

to String

from String

a.x = 1310556