Subject: Re: Considering different approach to Win32 release
Posted by cbpporter on Wed, 28 Oct 2015 10:32:00 GMT

When using something like:

AST ast = AST(ass);

I get an error related to an implicitly deleted copy constructor AST::AST(const AST&). It is probably deleted since I have a constructor that takes parameters and no default one. Up to this moment I have lived with the impression that such a statement, since it is a variable declaration, both officially and unofficially optimizes away and does not involve the use of a copy constructor.