
Subject: Re: Considering different approach to Win32 release

Posted by [cbpporter](#) on Thu, 29 Oct 2015 08:30:38 GMT

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mirek wrote on Wed, 28 October 2015 20:20use

```
class Source : Moveable<Source>
```

That said, sometimes I am thinking that perhaps that "Moveable" thing is unnecessary... (It only serves to remind the programmer that there are rules about things put into Vector).

Thanks! So NTL_MOVEABLE no longer works under this setup?

It is weird tracking things down with all the difference s between compilers and version.

I have one final issue which I know how to solve:

```
def.Blocks.Pop();
```

Now, first of all, I shouldn't be using Pop, since I do not care about the value. I should be using Drop.

```
class Block: Moveable<Block> {  
public:  
    VectorMap<String, Variable> Vars;  
    int Temps;  
};
```

I get the error "use of deleted Block::Bock(const block&)" / "is implicitly deleted because the default definition would be ill-formatted".

Supposing I wanted to use Pop or any method with copy construction, which is the proper way to fix this to maximize compatibility with MSC2010 with its 1% C++11x compatibility, MSC15 and MINGW? Should I just write a copy constructor?

Anyway, main project now compiles under MINGW and all the changes to Core (only TimeStop precision issues) are now moved to my code base. I have no real interest in MINGW, but for the foreseeable future I shall be using MINGW just for testing purposes so I can report issues.
