Subject: Re: Considering different approach to Win32 release
Posted by cbpporter on Thu, 29 Oct 2015 12:43:07 GMT
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mirek wrote on Thu, 29 October 2015 14:13cbpporter wrote on Thu, 29 October 2015 09:30mirek
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".


This another small difference. See http://www.ultimatepp.org/srcdoc$Core$pick_$en-us.html,
Composition.

You need to add

   rval_default(Block);

to the class.


Thank you!

I also needed to add a default constructor, but it works now.