
Subject: Re: C++11 library features finished

Posted by [Mindtraveller](#) on Wed, 18 Nov 2015 23:59:17 GMT

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Still having rare issues with newest C++11-style code:

```
struct GLTextureDescriptor : Moveable<GLTextureDescriptor>
{
    int w,h,wTex,hTex;
    struct GLTex : Moveable<GLTex>
    {
        int w,h;
        GLuint glId;
    };
    Vector<Vector<GLTex>> glTex;
};
VectorMap<String,GLTextureDescriptor> glTextureDescriptors;

//...
GLTextureDescriptor desc;
//...
glTextureDescriptors.AddPick(key, desc); // <-- compiler error, cannot cast 2nd argument to
GLTextureDescriptor &&
```

I wasn't able to find quick & easy solution for this case.
