
Subject: Please help! New transfer semantic issue!
Posted by [sergeynikitin](#) on Mon, 21 Mar 2016 11:36:49 GMT
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Maybe problem is trivial, but I stopped on it.

There is class Line

```
class Line {  
    ....  
    Line( Point p1, Point p2 ) // constructor  
}
```

and class Figure

```
class Line {  
    public:  
        Array<Line> lines;  
}
```

and if I use compiler option -std=c++11

I get error message while adding new Line to Lines

```
lines.Add(Line(p1,p2));
```

Without option -std=c++11 all OK.

What right way to do this with -std=c++11 option?
