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?