
Subject: Re: Please help! New transfer semantic issue!
Posted by [sergeynikitin](#) on Tue, 22 Mar 2016 06:18:26 GMT
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Yes.

```
class Line {
    typedef Line CLASSNAME;
public:
    void Paint ( Draw& w, bool moving );
    Line();
    Line( Point _p1, Point _p2 );
    String ToString() const;
public:
    Point p1, p2;
    ElementPin* elp1;
    ElementPin* elp2;
    Array<Segment> segs;
    Array<ElementPin> lines;
};
```