
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;  
};
```