Subject: Re: What is the highest version of U++ that does not require C++11 ?
Posted by mirek on Wed, 31 Aug 2016 17:29:20 GMT

cbpporter wrote on Tue, 30 August 2016 09:38Quote:
Block is:
class Block: Moveable<Block> {
public:
 WithDeepCopy<VectorMap<String, Variable>> Vars;
 int Temps;

 Block() {
  Temps = 0;
 }

 rval_default(Block);
};

The rval_default was preventing the copy.

OK, at least for the command line projects I will use MSC14 and latest U++ for e trial period of 2 weeks.

Well, yes, with hindsight, rval_default was probably sort of mistake (maybe just communication mistake). I believe that we need comprehensive docs about pick/clone and composition issues.

In above example, removing rval_default will simply generate copy and move constructors 'std-style'. Which is OK, but I will still push for pick/clone style... (where 'clone' is explicit unless '=' is move).

Mirek