Subject: Re: again... use if deleted function :?
Posted by Oblivion on Thu, 18 Jan 2018 10:26:40 GMT
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Quote:
// constructor
QTFStr() = default;

it shouldn't be a solution?

Matteo

Hello Matteo,

There is a problem here:

```
QTFStr Tensoflessione::Instabilitaqtf(QTFStr &qtf)
{                              // ----------
                               //     ^
                               // You are passing a reference (which can be modified, as you do below.

 String risultato;

<= 1 &";

<= 1 ";
 risultato << GetVerificaInst();

 qtf.StartTable(3,2,2,10).CharSize(12);
 qtf.TableSubTitle("Instabilità flesso-torsionale");
 qtf.LeftCellMargin(75)("l[, eff]").LeftCellMargin(15).AlignRight()
  (Format("%.2f", GetInstab().leff)).AlignLeft()("mm")("Lunghezza libera di inflessione");

  (Format("%.2f", GetInstab().sigmam_critico)).AlignLeft()("")("Tensione critica di svergolamento");

  (Format("%.2f", GetInstab().lambda_relm)).AlignLeft()("")("Snellezza relativa di svergolamento");
 qtf.LeftCellMargin(75)("k[, crit]").LeftCellMargin(15).AlignRight()
  (Format("%.2f", GetInstab().kcrit)).AlignLeft()("N/mm[` 2]")("Coefficiente di sbandamento
laterale");
 qtf.TableSubTitle(risultato);
 qtf.EndTable();

 qtf.TableSubTitle(risultato);
 qtf.EndTable();

 return qtf;
```

```
	//----------
	//  ^
	// Then, compiler attempts (by default) to copy qtf (But you need to explicitly define a copy constructor, which is missing, and in it, explicity copy the members of your class (using clone() ), They are causing the error.)
	// By the way, returning a QTFStr from this function shoudn't be necessasy at all, since you are already modifying the referenced instance! (it is non-const), unless you really need a copy of it. It is a much cheaper solution.
}
```

OR, if you don't use the referenced variable qtf after calling the method but you need your method to return a QTFStr, you can move it instead.

```
[

	QTFStr(QTFStr&&) = default;
	QTFStr& operator=(QTFStr&&) = default;
```

Then,

```
return pick(qtf);
```

And please read about copy and move semantics of both C++11 (StackOverFlow has plenty of good articles on it), and UPP.

Best regards,
Oblivion

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