Subject: Re: moveable with assert question
Posted by mtdew3q on Sun, 15 Sep 2019 17:38:39 GMT
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Hi all-

I am trying to learn the core and requirements for moveable.
Do classes still have to be moveable for pick?

I understand that pick might be a synonym for std::move.

Here is another code snippet. I am not sure why it won't work.
Please see the small class in my other post. The vector code fails
when adding a foo object. // v1.Add(f);

Please show me a trick. thnx. roboloki

```
 Foo f, f2;

 f.Set(&f2);

   //Foo && r2 = std::move(f) ;

   // int b = r2.Get();

   //  Cout() << b;

   Vector<Foo> v1;

   v1.Add(f);

   Vector<int> n;
   n.Add(3);
```