
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);
```