
Subject: Re: FileIn and Buffer cannot be composed in a class?

Posted by [Oblivion](#) on Thu, 25 Mar 2021 09:08:52 GMT

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Hello jjacksonRIAB,

You can use One<FileIn> for FileIn (or for anything), if you need to move it.

e.g.

```
struct Foo {  
    One<FileIn> fin;  
    Foo() { fin.Create(); }  
};
```

```
CONSOLE_APP_MAIN  
{  
    StdLogSetup(LOG_COUT);  
    Foo foo;  
    Foo f = pick(foo);  
    RDUMP(f.fin.IsEmpty());  
}
```

Should return "false". :)

Best regards,
Oblivion
