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Subject: Re: U++ libraries and TheIDE converted to Meson build system

Posted by [germandiago](#) on Thu, 21 Jul 2022 13:06:55 GMT

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As I go with the Windows conversion, I think I found a couple of problems (I guess bugs?).

Basically `lml::Image` is marked as moveable.

But it holds `std::atomic` which is not movable, for loaded.

It also holds a `NoMove` buffer for data and the reference count is another atomic variable.

However, another part of the code is trying to use it inside a `Vector`, which asserts in the destructor

that things contained should be movable.