
Subject: Re: Make THISFN simpler and more powerful
Posted by [Oblivion](#) on Thu, 10 Nov 2022 05:29:55 GMT
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Maybe a combination of `is_constructibles` can help here:

```
using namespace Upp;
```

```
struct A {  
    A(A&&) = delete;  
    A&& operator=(A&&) = delete;  
};
```

```
CONSOLE_APP_MAIN
```

```
{  
    StdLogSetup(LOG_COUT);  
  
    bool a = std::is_constructible_v<Rect, Rect&&>;  
    bool b = std::is_constructible_v<String, String&&>;  
    bool c = std::is_constructible_v<A, A&&>;  
    RLOG(a);  
    RLOG(b);  
    RLOG(c);  
}
```

Best regards,
Oblivion
