Subject: Re: How to mark std::array<T, N> moveable if only T is moveable
Posted by Lance on Fri, 19 Jul 2024 11:52:06 GMT
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mirek wrote on Fri, 19 July 2024 07:11Same semantics does not cover U++ moveable. Now I agree it is unlikely, but so I thought about std::string until I met implementation that is not U++ moveable...

I looked into std::basic_string in this post, message #59178.

Quote:
Story of std::basic_string (GLIBCXX implementation)

It's surprising that a basic_string<ch> would cause trouble (core dump etc) when treated as raw bytes. Digging into its implementation (in <bits/basic_string.h>), we have the data members
....

On the same post, I proposed to use class traits to handle Moveable. There are details I could not iron out. Also, it might not be compatible with very old c++ because I have an added goal to allow non-trivially relocatable class objects, which can be corrected pre- or post relocation, be housed in std::vector or upp::Vector.