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Subject: Re: Refactoring Moveable  
Posted by [mirek](#) on Fri, 03 Jan 2025 07:37:25 GMT  
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Novo wrote on Thu, 02 January 2025 21:41A little bit of criticism.

Code below won't compile out of the box:

```
namespace test {  
    struct Test;  
}
```

```
namespace test {  
    struct Test : Moveable<Test> {  
  
        Vector<Test> children;  
    };  
}
```

Adding of

```
template <> inline constexpr bool is_upp_guest<test::Test> = true;
```

won't help.

You need to add

```
template <> inline constexpr bool is_trivially_relocatable<test::Test> = true;
```

All this stuff is inconvenient and unnatural.

And I have no idea how to make code below compile.

```
struct Test01;
```

```
struct Test01 {  
  
    struct Test02 : Moveable<Test02> {  
  
        Vector<Test02> children;  
    };  
};
```

Well, it is sort of obvious, right?

Anyway, easy fix is to move the static\_assert to destructor. It however has the price of less clear error and also only gets triggered when you instantiate Test02.

Do we want to go there? Or any other ideas?

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