

---

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

Posted by [jjacksonRIAB](#) on Thu, 25 Mar 2021 04:20:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If I try to put either in a class I cannot use move constructors, copy constructors, etc on an enclosing class because they are implicitly deleted by these two. What's the workaround?

---

---

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

Posted by [jjacksonRIAB](#) on Thu, 25 Mar 2021 04:29:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I was wrong about Buffer, that works with a move constructor. Still, FileIn and all of its dependencies down to Stream do not.

---

---

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

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

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

Posted by [jjacksonRIAB](#) on Thu, 25 Mar 2021 13:09:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks, Oblivion, that's what I ended up doing.

---