
Subject: Default comparisons for type derived from Moveable

Posted by [busiek](#) on Tue, 21 Nov 2023 12:39:09 GMT

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With c++20 with have a feature to generate comparisons operator: Default comparisons. However, when class is derived from Upp::Moveable (which is common case) we face a problem that there is no default generated comparison operator for EmptyClass. The definition of this class could be changed to:

```
struct EmptyClass
{
    #if __cplusplus >= 202002L
        auto operator<=>(const EmptyClass&) const = default;
    #endif
};
```

But then it leads to some conflicts for classes derived from Moveable which have some comparison operator defined by themselves. This means I have to use NTL_MOVEABLE() which is not as convenient as inheriting from Moveable. Is there any simple way in Upp to fix that?
