Subject: New pick/clone notation now merged into trunk
Posted by mirek on Mon, 17 Mar 2014 09:37:58 GMT
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As announced previously in development blog

http://www.ultimatepp.org/forum/index.php?t=msg&th=8448& amp;start=0&

U++ now changes controversial "default pick" behaviour. The new "pick" is described here:

http://www.ultimatepp.org/srcdoc$Core$pick_$en-us.html

Being there, I have added some missing features:

Containers now have ToString (if elements support AsString), which returns the content of container in single line.

Containers support operator==/!= if elements support operator==.

Containers support SgnCompare and < > <= >= if elements support SgnCompare.

Tuples now support coversion to tuple of another type of same number of elements

```
Tuple2<double, double> x = MakeTuple<int, int>(1, 2);
```

Tie (C++11 inspired) can be used to assign tuple to variables

```
int x, y;
Tie(x, y) = MakeTuple(1, 2);
```

Value now supports < > <= >= comparisons.

In the same time I apologize for delays in applying patches, I did not wanted too many merge conflicts....

Subject: Re: New pick/clone notation now merged into trunk
Posted by mirek on Mon, 17 Mar 2014 09:38:55 GMT
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P.S.: The change is backward compatible, when compiling with C++03, both new and old (that is,

default pick) notations work.