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Subject: Vector deep copy constructor

Posted by [cbpporter](#) on Fri, 05 Jun 2015 09:11:26 GMT

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Generally I use the old-school U++ conventions regarding to ownership and moving, but I have a handful of classes that by design must always be copied. The classes have a lot of containers in them.

In the past I had to write copy constructors for them and do deep copy for those vectors.

Now I think that Vector no longer has move copy by default? Can I get rid of the manual copy constructors in these classes now and have deep copy on everything?

I'm not using C++ 1x.

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Subject: Re: Vector deep copy constructor

Posted by [cbpporter](#) on Mon, 08 Jun 2015 06:31:29 GMT

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Looking over the documentation, WithDeepCopy looks what it is doing what I am looking for.

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