Subject: Problems with AddPick operator| in Vector
Posted by Infausto on Fri, 13 May 2016 01:55:01 GMT
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Hi everyone:

I got the following code:

```
class Caps : Moveable<Caps>
{
public :
 Caps() = default;
 rval_default(Caps);
};

Caps item1;
Caps item2;

Vector<Caps> list;
list.AddPick(pick(item1)); // works fine
list | pick(item2); // Throws error.
```

MSC says: Cannot convert argument 1 from 'Caps' to 'Caps &&'
GCC says: Cannot bind 'Caps' lvalue to 'Caps&&'

The error is thrown when the following code is reached:

Vcont.h
...
```
95: Vector&  operator|(T rval_ x)    { AddPick(x); return *this; }
```
...

AddPick(x) is the offending sentence. Why?

Many thanks in advance.

Subject: Re: Problems with AddPick operator| in Vector
Posted by Lance on Sat, 14 May 2016 03:20:34 GMT
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change

```
95: Vector&  operator|(T rval_ x)    { AddPick(x); return *this; }
```

to

95: Vector& operator|(T rval_ x)   { AddPick(pick(x)); return *this; }

should fix the problem.

Subject: Re: Problems with AddPick operator| in Vector
Posted by Infausto on Sun, 15 May 2016 06:58:14 GMT
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Yes, i suppose that, but i don't feel very confortable changing the core library. Well, for the sake of time, ill do that, but i hope that the developers of U++ fix this and improve even more U++.

Many thanks in advance.

Subject: Re: Problems with AddPick operator| in Vector
Posted by Lance on Sun, 15 May 2016 12:12:44 GMT
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Yeah, it's kind of a bug in the library. It seemed "Pick" thing will be removed in the new core. I guess that's why those little bugs remains.

You may want to post a bug report so that it gets attended..

Subject: Re: Problems with AddPick operator| in Vector
Posted by Lance on Sun, 15 May 2016 12:15:35 GMT
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C++11 grammar requires the relayed pick() be present (in more standard c++ usage, it translates to std::move()). So you can be certain that this is a bug.