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Subject: Re: How to mark `std::array<T, N>` moveable if only T is moveable

Posted by [Lance](#) on Thu, 25 Jul 2024 01:16:02 GMT

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It works!

The capability to manually mark a class might still be an asset. Suppose we receive a third party class whose objects are trivially relocatable but not trivially copyable, the simplest way to make `Upp::Vector` accept it is to mark it. Wrongfully marked class will usually result in immediate runtime error, hence should not be a big concern.

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