How to Debug

- Example fifo:

```
bool push (T && arg) {

    …
    slots[pos] = std::move (arg);

    …
    return true;
}
```

Is push this lock and wait free?

Only if this is lock/wait-free movable

- We need: `static_assert (std::is_realtime_move_assignable<T>::value);`

Is this possible?

How to Debug

- `farbot::is_realtime_move_assignable` etc.:

  - Does the right thing for trivial and most common STL types

  - farbot statically asserts if this is not true in many places (for example in `farbot::fifo`)

  - You need to specialise `farbot::is_realtime_move_assignable` etc. for other types to tell farbot that it is safe to move/copy