How to Debug

Example fifo:

```
bool push (T && arg) {
    ...
    slots[pos] = std::move (arg);
    return true;
}

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