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

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Summary

- **Don't miss your deadlines!**

- Beware of hidden costs

- Follow the flow chart

- Use instrumentation to check your code