

std::true_type



```
move_if_unreferenced  
< T, enable_if_t< all  
_of< move_is_plain_type  
< T >, negation< move_always  
< T > >, std::is_move_constructible  
< T >, std::is_same< decltype(std  
::declval< make_caster< T > >().operator  
T&()), T & > >::value > >
```