2022/4/21 08:57 c++ - rvalue reference or forwarding reference? - Stack Overflow

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rvalue reference or forwarding reference?
Asked 4 years, 7 months ago Modified 1 year, 4 months ago Viewed 877 times
 I know that for the following function
         template <typename T>
         void do_something(T&& arg);
      the function parameter is a forwarding reference. But in the following case is it still a forwarding reference or an rvalue reference?
         template <typename T>
         class MyClass
            void do_something(T&& arg);
       I think it is still a forwarding reference, but I'm not sure. Furthermore, I'd like to know what can be done to enforce an rvalue reference or a forwarding
        reference, if the result is not what I intended.
       C++
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                                                                                                 edited Nov 22, 2020 at 16:10
                                                                                                                              asked Sep 14, 2017 at 8:08
                                                                                                                              Martin Fehrs
                                                                                                 Enlico
17.2k • 5 • 36 • 74
                                                                                                                             user 751 • 4 • 12
2 Answers
                                                                                                                       It's an rvalue reference. Forwarding references can only appear in a deduced context. This is just a member function that accepts an rvalue reference to
        the class template parameter.
       You can't force a forwarding reference to be an rvalue reference if you want to maintain template argument deduction for functions. If you don't mind
       specifying the template argument all over the place, then this will always and only ever give an rvalue reference:
         template<typename T> struct identity { using type = T; };
         template<typename T> void func(typename identity<T>::type&&);
       In retrospect, there actually is a way to maintain deduction but force only rvalue refs to be accepted (besides the self documenting one in Simple's
       answer). You can provide a deleted Ivalue overload:
         template<typename T>
         void func(T&) = delete;
         template<typename T>
         void func(T&& s)
            // ...
       The Ivalue overload is more specialized when passed an Ivalue. And on account of being deleted, will give a somewhat clear error message.
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                                                                                                 edited Nov 22, 2020 at 16:10 answered Sep 14, 2017 at 8:09
                                                                                                 Enlico
StoryTeller - Unslander
user Monica
                                                                                                                                     159k • 21 • 357 • 433
        1 — Does decuced context mean that the type is automatically deduced from the passed argument? If I understand you correctly, T is not deduced, because it's part of the
         class signature. – Martin Fehrs Sep 14, 2017 at 8:15
          @MartinKalbfuß - Precisely. A deduced context is when you call the free function version of do_something. – StoryTeller - Unslander Monica Sep 14, 2017 at 8:16
            Furthermore I like to know, what can be done to enforce an rvalue reference
       If you always want an rvalue reference in a deduced context (and not a forwarding reference), then you can use this:
         template<
            typename T,
            typename = std::enable_if_t<!std::is_lvalue_reference<T>::value>
         using rval_ref = T&&;
         template<typename T>
void foo(rval_ref<T> s)
            // ...
       foo can only be called with an rvalue, and T will not be a reference (i.e. if you call foo with std::string&&, then T will be std::string).
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                                                                                                                               answered Sep 14, 2017 at 8:30
                                                                                                                              Simple user 13.3k • 2 • 40 • 46
```

Not bad. Got rid of the dependent type and used SFINAE to block Ivalue refs. +1 – StoryTeller - Unslander Monica Sep 14, 2017 at 8:35

https://stackoverflow.com/questions/46213764/rvalue-reference-or-forwarding-reference