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# Networking 4 Game Devs

64 Network DO's and DON'Ts for Game Developers

public member function  
**std::iostream::iostream**

C++98 C++11 ?  
initialization (1) explicit iostream (streambuf\* sb);

**Construct object**  
Constructs a `iostream` object.

**(1) initialization constructor**  
Assigns initial values to the components of its base classes by calling the constructors its base classes `istream` and `ostream` with `sb` as argument.  
Notice that this calls member `ios::init` twice.

**(2) copy constructor (deleted)**  
Deleted: no copy constructor.

**(3) move constructor (protected)**  
Acquires the contents of `x`, except its associated *stream buffer*: It calls `istream`'s constructor with `move(x)` as argument, transferring some of `x`'s internal components to the object: `x` is left with a `gcount` value of zero, not *tied*, and with its associated *stream buffer* unchanged (all other components of `x` are in an unspecified but valid state after the call).

**Parameters**

**sb**  
pointer to a *streambuf* object with the same template parameters as the `iostream` object.  
`char_type` and `traits_type` are member types defined as aliases of the first and second class template parameters, respectively (see *iostream types*).

**x**  
Another `iostream` of the same type (with the same class template arguments `charT` and `traits`).

**Data races**  
The object pointed by `sb` may be accessed and/or modified.

**Exception safety**  
If an exception is thrown, the only side effects may come from accessing/modifying `sb`.

**See also**

<b>istream::istream</b>	Construct object (public member function )
<b>ios::init</b>	Initialize object (protected member function )

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