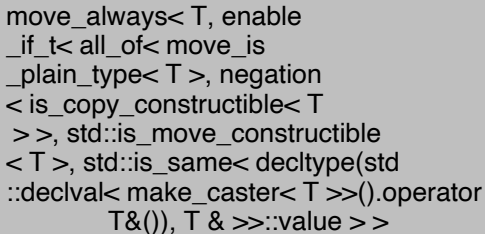


std::true\_type



```
move_always< T, enable  
_if_t< all_of< move_is  
_plain_type< T >, negation  
< is_copy_constructible< T  
> >, std::is_move_constructible  
< T >, std::is_same< decltype(std  
::declval< make_caster< T >>().operator  
T&()), T & >>::value > >
```