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Subject: Re: Vector Error

Posted by [mr\\_ped](#) on Wed, 13 Aug 2008 13:04:36 GMT

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BTW, String is moveable itself, so if your struct is just as you posted it here, you can declare it moveable too by:

```
struct HiddenTag : Moveable<HiddenTag>
{
    String name;
    String value;
};
```

But keep thinking about the moveable property whenever you add new thing to that structure.

I did want to give you also some link with information which basic UPP types are (not) moveable, but I don't see anything like that in documentation, just generic moveable concept description, and from some examples it is obvious the "UPP::String" *is* moveable too, so kodos gave you pretty much all reasonable documentation which is available.

But I think this area should be expanded and improved in documentation. Some simple table with moveable yes/no of Core UPP classes may be helpful. (looking at Mirek )

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