
Subject: MSC problems: pick_ != const

Posted by [Mindtraveller](#) on Sun, 19 Apr 2009 21:07:04 GMT

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For example, this code causes error:

```
struct AOp : Moveable<AOp>
```

```
{  
    One<AOpHardware> hardware;  
};
```

```
class AOps : public Vector<AOp>
```

```
{  
public:  
    void Xmlize(XmlIO xml) {XmlizeContainer(xml, "aop", *this);}  
};
```

This is caused by the fact that pick != const in MSC compiler. And somewhere within U++ Core we have copying of Vector member with const argument (not pick_!):

```
//Core/Topt.h @ 135
```

```
template <class T>
```

```
inline void DeepCopyConstruct(void *p, const T& x) {  
    ::new(p) T(x);  
}
```

This is strange. Class One supports pick behaviour, so according to U++ principles this code should compile without errors.

Am I right?
