
Subject: Re: MSC problems: pick_ != const
Posted by [Mindtraveller](#) on Mon, 20 Apr 2009 06:11:27 GMT
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Then the question is why U++ uses DeepCopyConstruct for Vector elements? The code seems "clean" from U++ point of view. So why isn't it compiled successfully?

ADD: If the problem is with Xmlize, could you please tell why and how to solve it for pick types?
