
Subject: Error when I trying to Add in VectorMap container a "C" struct

Posted by [tojocky](#) on Wed, 09 Sep 2009 13:54:36 GMT

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Hello all,

Help me please how can I add in VectorMap or in other container a C type struct.

I have the following situation:

```
extern "C" {  
typedef struct C_CLASS {  
    ...  
} C_CLASS;  
}  
....  
typedef VectorMap<String, C_CLASS > RegistrationMap;  
....  
RegistrationMap    tempExactMatchMap_;
```

I have an error because the C_CLASS is not moveable.

I read that the C_Class must be moveable. How can I make this moveable?

With respect,
Ion Lupascu (tojocky)
