
Subject: Re: Error when I trying to Add in VectorMap container a "C" struct
Posted by [Mindtraveller](#) on Wed, 09 Sep 2009 15:27:39 GMT

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Ion, first of all, you should check if Vector as the right type of flavor for you. May be ArrayMap fits well into your program - it has no Moveable requirement and less side effects than VectorMap.

If VectorMap is required, consider using Moveable:

```
struct MyType: Moveable<MyType>
{
...
};
```

Remember that Moveable type shouldn't contain any pointers.
Additional requirements are listed in the VectorMap help topic.
