
Subject: Re: Error when I trying to Add in VectorMap container a "C" struct
Posted by [tojocky](#) on Thu, 10 Sep 2009 06:06:44 GMT

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sergeynikitin wrote on Wed, 09 September 2009 19:41I read it every night, until I realized the essence of the case.

[http://www.ultimatepp.org/srcdoc\\$Core\\$Tutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html)

I recommend reading it slowly, several times. This is the foundation.

Please do not take offense at the didactic tone. These recommendations from the heart.

Thank you to all!

I found in the help topic:

Alternatively the NTL_MOVEABLE macro can be used to mark types as moveable if the class interface can not be changed, such as in:

```
NTL_MOVEABLE(std::string);
```

Thanks to guys who create this macro and write this help!

Now, I working on the cross-os plugin framework. If My tests will be favorable I will share!
