
Subject: Re: C++11: Vector is missing copy constructor/assignment operator

Posted by [mirek](#) on Thu, 29 May 2014 05:51:31 GMT

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You must have missed "big change of pick semantics in C++ 11" topic :)

See current documentation.

The correct code for C++11 now is

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    Vector<int> v;
    Vector<int> r = pick(v);

    VectorMap<int,String> vm;
    VectorMap<int,String> rvm = pick(vm);

    Vector<String> rv = pick(vm.GetValues());
}
```

If you have a lot of code requiring old behaviour, I might consider some compilation flag to force the old behaviour. Anyway, it took only about 2 hours to fix all of U++...
