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++...