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Subject: Error C2280 with MSC15 and Uniq  
Posted by [awksed](#) on Wed, 16 Nov 2016 02:39:53 GMT  
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I'm getting error C2280 (attempting to reference a deleted function) with MSC15 (pick() usually fixes most of these)  
but there is a line in Uniq that is causing problems: PostCallback(callback1(WhenInstance, v));.

MSC15x64 compiler -Od switch

(no problem with MSC10x64)

Snippets:

```
class Uniq
{
    // callback called when another app instance is run
    //
    Callback1<Vector<String> const &> WhenInstance;
}
```

```
bool Uniq::SendCmdLine(void)
{
    // ok, we're (finally...) connected to client
    // just get command line from him
```

```
    Vector<String> v;
```

```
    int count = ScanInt(ReadFileString(pipe));
```

```
    for(int i = 0; i < count; i++)
        v.Add(ReadFileString(pipe));
```

```
    // This causes the following error:
```

```
    // C:\upp\bazaar\Uniq\Windows.cpp(109): error C2280: 'Upp::Vector<Upp::String>::Vector(const Upp::Vector<Upp::String> &)': attempting to reference a deleted function
```

```
    //
    PostCallback(callback1(WhenInstance, v));
```

Is there a compiler switch to stop generated functions from being deleted or what changes need to be made the the code?

Thanks,

Jan

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