
Subject: Re: Error C2280 with MSC15 and Uniq
Posted by [mirek](#) on Wed, 16 Nov 2016 22:25:15 GMT
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awksed wrote on Wed, 16 November 2016 03:39I'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;
}
```

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

Trouble is using callback1 here... You are trying to 'deep copy' v (because it needs to become the part of callback value), but v does not have copy... (it is 'deleted').

To pass v into callback1, you need to use 'clone' or 'pick'. Which is a bit of trouble without C++14, but in C++14 you can use lambda with explicit copy specification like:

```
CONSOLE_APP_MAIN
{
    Event<const Vector<int>&> h = [] (const Vector<int>& x) { DUMP(x); };

    Event<> ev;

    {
        Vector<int> x = { 1, 2 };
        ev = [=, x = pick(x)] { h(x); };
    }

    ev();
}
```

(this is in current trunk, upcoming 2016 release, but should work with Callback instead of Event too).

Alternatively, using

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

would work too, with possible performance hit (if v is to be big)
