
Subject: Re: What is the highest version of U++ that does not require C++11 ?

Posted by [aftershock](#) on Wed, 19 Apr 2017 15:15:06 GMT

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I still have problem with the latest U++.

```
threads[free_index].Run ( THISBACK5 ( execute_bot_in_background, bot1, a, pick(params),
result_mode, stat_group_id ) );
```

main.cpp(1306): note: see reference to function template instantiation 'Upp::CallbackN<>

Upp::callback5<Upp::ValueArray,Upp::Time,Upp::T

ime,maintradetesterwindow*,Upp::int64,Upp::ValueArray,Upp::T

ime,Upp::Time,maintradetesterwindow*,int>(void (__cdecl

*)(MP1,MP2,MP3,MP4,MP5),P1,P2,P3,P4,P

5)' being compiled

with

[

MP1=Upp::ValueArray,

MP2=Upp::Time,

MP3=Upp::Time,

MP4=maintradetesterwindow *,

MP5=int,

P1=Upp::ValueArray,

P2=Upp::Time,

P3=Upp::Time,

P4=maintradetesterwindow *,

P5=Upp::int64

]

d:\upp10998\upp\uppsrc\core\CallbackNP.i(38): error C2280:

'Upp::VectorMap<Upp::String,double>::VectorMap(const Upp::VectorMap<Upp::String,double> &)': attempt

pting to reference a deleted function

d:\upp10998\upp\uppsrc\core\Map.h(212): note: compiler has generated

'Upp::VectorMap<Upp::String,double>::VectorMap' here

d:\m\upp\tradetester\main.cpp(1502): note: see reference to function template instantiation

'Upp::CallbackN<> Upp::callback5<maintradetesterwindow,maintradet

esterwindow,executor*,Upp::ValueArray,Upp::VectorMap<Upp::String,double

>,int,int,executor*,Upp::ValueArray,Upp::VectorMap<Upp::String,double >,int,int>(O

,void (__cdecl maintradetesterwindow::)(MP1,MP2,MP3,MP4,MP5),P1,P2,P3,P4,P5)' being compiled

with

[

O=maintradetesterwindow,

MP1=executor *,

MP2=Upp::ValueArray,

MP3=Upp::VectorMap<Upp::String,double>,

MP4=int,

MP5=int,

```

    P1=executor *,
    P2=Upp::ValueArray,
    P3=Upp::VectorMap<Upp::String,double>,
    P4=int,
    P5=int
]
d:\upp10998\upp\uppsrc\core\Map.h(212): note:
'Upp::VectorMap<Upp::String,double>::VectorMap(const Upp::VectorMap<Upp::String,double>
&)': function was implicitly
deleted because a base class invokes a deleted or inaccessible function
'Upp::AMap<K,T,Upp::Vector<T>>::AMap(const Upp::AMap<K,T,Upp::Vector<T>> &)'
with
[
    K=Upp::String,
    T=double
]
d:\upp10998\upp\uppsrc\core\Map.h(190): note: 'Upp::AMap<K,T,Upp::Vector<T>>::AMap(const
Upp::AMap<K,T,Upp::Vector<T>> &)': function was implicitly deleted because a
data member invokes a deleted or inaccessible function
'Upp::Index<Upp::String>::Index(const Upp::Index<Upp::String> &)'
with
[
    K=Upp::String,
    T=double
]
d:\upp10998\upp\uppsrc\core\Index.h(210): note: 'Upp::Index<Upp::String>::Index(const
Upp::Index<Upp::String> &)': function was implicitly deleted because 'U
pp::Index<Upp::String>' has a user-defined move constructor
d:\upp10998\upp\uppsrc\core\CallbackNP.i(38): error C2664: 'void (MP1,MP2,MP3,MP4,MP5)':
cannot convert argument 2 from 'const Upp::VectorMap<Upp::String,opt
imise_settings_type>' to 'Upp::VectorMap<Upp::String,optimise_settings_type> &'
with
[
    MP1=Upp::ValueArray &,
    MP2=Upp::VectorMap<Upp::String,optimise_settings_type> &,
    MP3=Upp::Vector<double>,
    MP4=int,
    MP5=int
]
d:\upp10998\upp\uppsrc\core\CallbackNP.i(38): note: Conversion loses qualifiers
d:\m\upp\tradetester\main.cpp(3980): note: see reference to function template instantiation
'Upp::CallbackN<> Upp::callback5<maintradetesterwindow,maintradet
esterwindow,Upp::ValueArray,Upp::VectorMap<Upp::String,optimise_settings_type
>,Upp::Vector<double>,int,int,Upp::ValueArray&,Upp::VectorMap <Upp::String,op
timise_settings_type>&,Upp::Vector<double>,int,int>(O *,void (__cdecl
maintradetesterwindow::*)(MP1,MP2,MP3,MP4,MP5),P1,P2,P3,P4,P5)' being compiled
with

```

```
[
    O=maintradetesterwindow,
    MP1=Upp::ValueArray &,
    MP2=Upp::VectorMap<Upp::String,optimise_settings_type> &,
    MP3=Upp::Vector<double>,
    MP4=int,
    MP5=int,
    P1=Upp::ValueArray,
    P2=Upp::VectorMap<Upp::String,optimise_settings_type>,
    P3=Upp::Vector<double>,
    P4=int,
    P5=int
]
```

d:\upp10998\upp\uppsrc\core\CallbackNP.i(38): error C2664: 'void (MP1,MP2,MP3,MP4,MP5)':
cannot convert argument 1 from 'const Upp::ValueArray' to 'Upp::ValueArray &'
with

```
[
    MP1=Upp::ValueArray &,
    MP2=Upp::VectorMap<Upp::String,optimise_settings_type> &,
    MP3=Upp::Vector<double>,
    MP4=int,
    MP5=int
]
```