
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

[View Forum Message](#) <> [Reply to Message](#)

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>  
&)': attem
```

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 'Upp::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,optimise_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,maintradetesterwindow,Upp::ValueArray,Upp::VectorMap<Upp::String,optimise_settings_type> >,Upp::Vector<double>,int,int,Upp::ValueArray&,Upp::VectorMap <Upp::String,optimise_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::Valu  
eArray &'  
with  
[  
    MP1=Upp::ValueArray &,  
    MP2=Upp::VectorMap<Upp::String,optimise_settings_type> &,  
    MP3=Upp::Vector<double>,  
    MP4=int,  
    MP5=int  
]
```
