
Subject: Re: SortedVectorMap - attempting to reference a deleted function error
Posted by [busiek](#) on Fri, 06 Apr 2018 22:53:47 GMT

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Some U++ containers have deleted copy constructor. See transfer semantics. In your code you have to explicitly tell whether you copy or move like this:
Info.Add("123", clone(List)); or Info.Add("123", pick(List));
