
Subject: Re: SortedVectorMap - attempting to reference a deleted function error
Posted by [mirek](#) on Fri, 13 Apr 2018 08:14:37 GMT

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awksed wrote on Fri, 06 April 2018 16:47: I get an "attempting to reference a deleted function" error compiling the following.

With VectorMap it compiles, with SortedVectorMap it fails.

Adding MyClass::operator= and copy ctor doesn't help.

Compiler: MSC15x64

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class MyClass : Moveable<MyClass>  
{  
    int nDummy;  
};
```

```
CONSOLE_APP_MAIN
```

```
{  
    Vector<MyClass>          List;  
    SortedVectorMap<String, Vector<MyClass>> Info;
```

```
//VectorMap<String, Vector<MyClass>> Info; // THIS COMPILES
```

```
Info.Add("123", List); // <- fail  
}
```

Produces:

```
c:\upp9251\uppsrc\core\InVector.h(629): error C2280: 'Upp::Vector<MyClass>  
&Upp::Vector<MyClass>::operator =(const Upp::Vector<MyClass> &)': attempting to reference a  
deleted function
```

Thanks for reporting, fixed in the trunk.
