
Subject: Re: I request the implementation of callback5
Posted by [Oblivion](#) on Wed, 16 May 2018 11:25:20 GMT
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```
VectorMap<String, double> params2 = pick ( params ); //line 1717
```

Because params is already implicitly moved while captured.
You need to either capture it by reference, or explicitly move it (the latter is preferred).:

```
void Foo(const VectorMap<String, double>& vm)
{
    DUMP(vm);
}
```

```
CONSOLE_APP_MAIN
```

```
{
    VectorMap<String, double> params;
    params.Add("Hello world.") = 999;
```

```
    Thread().Run([=, params = pick(params)]{ // Moves params. C++14 feature (AFAIK default in
U++)
        Foo(params);
    });
}
```

Best regards,
Oblivion
