
Subject: Re: 2019.2

Posted by [Oblivion](#) on Thu, 14 Nov 2019 08:57:21 GMT

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Hello Giorgio,

```
b_on_screen.Add(v_temp); <-- This is generating the error
```

You need to explicitly clone or move the source vector.

Try

```
b_on_screen.Add(pick(v_temp));
```

Best regards,
Oblivion
