
Subject: Re: Vector a user defined struct for XML persistency

Posted by [Oblivion](#) on Sat, 17 Oct 2020 08:33:53 GMT

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Hello,

You have to mark the struct as Moveable. (Vector requires its elements to be moveable. Array doesn't.)

```
struct Phase : Moveable<Phase> // <--  
{  
    int id;  
    double split;  
    Vector<int> signal_groups;  
    int min_green;  
    int all_red;  
    int amber;  
    int skip;  
    void Xmlize(XmlIO& xml);  
};
```

Best regards,
Oblivion
