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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

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