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Subject: Re: What does this compiling error mean exactly?

Posted by [Klugier](#) on Sun, 01 Nov 2020 16:52:37 GMT

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Hello David,

Vector requires from the type it holds to be movable. In your case following lines should fix the compilation issue:

```
struct Stage : Moveable<Stage> {  
    int stageID;  
    int stageDuration;  
};
```

For more info please read following Core tutorial page related to Vector container. Alternatively you could replace Vector with Array and then the Movable pattern is not required, however you will lose performance. For more info please read chapters related to Array.

You could also read article about Moveable. It describes in details why the compilation error is there.

Klugier

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