
Subject: Re: error: call to implicitly-deleted copy constructor

Posted by [peterh](#) on Tue, 23 Feb 2021 13:45:09 GMT

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There were changes in the U++ Framework last year, to avoid unnecessary copies of objects.

The compile error is fixed if you change line 53:

```
deqSigStatus.push_back(pick(sigStatus));
```

See here:

[https://www.ultimatepp.org/srcdoc\\$Core\\$pick__en-us.html](https://www.ultimatepp.org/srcdoc$Core$pick__en-us.html)

I am not sure if this the proper solution, because I am not so skilled with U++
