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

Posted by [Novo](#) on Tue, 23 Feb 2021 16:55:52 GMT

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STL is designed the way that it silently makes copies of objects for you.

U++ is preventing this behavior. You have to explicitly choose to copy/clone or to move/pick your object.

This requires a little bit more coding, but resulting code is more efficient.

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