
Subject: Re: Avoid Copy when adding a Tuple to a VectorMap
Posted by [jjacksonRIAB](#) on Fri, 13 Aug 2021 08:52:28 GMT
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I realize this is an old post and you've already figured it out, but is there any reason you can't do

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class A : Moveable<A> {  
public:  
    A(int e) : d_e(e){}  
    // A(A&& a){d_e = a.d_e;}  
    int d_e;  
};
```

```
CONSOLE_APP_MAIN  
{  
    VectorMap<int, Tuple<int, A>> myVector;  
    myVector(1, pick(Tuple<int,A>(1, 5)));  
    Cout() << myVector.Get(1).b.d_e << EOL;  
    //Error : call to implicitly deleted copy constructor of 'A'  
}
```