
Subject: Re: Avoid Copy when adding a Tuple to a VectorMap

Posted by [jjacksonRIAB](#) on Mon, 11 Oct 2021 05:19:12 GMT

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I just realized I didn't really answer your question, but this might help with what you're doing:

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

```
using namespace Upp;
```

```
class A : Moveable<A> {  
public:  
    A(int e) : d_e(e){}  
    int d_e;  
};
```

```
CONSOLE_APP_MAIN
```

```
{  
    VectorMap<int, Tuple<int, A>> myVector;  
    myVector.AddPick(1, MakeTuple(1, A(5)) );  
  
    Cout() << myVector.Get(1).b.d_e << EOL;  
}
```

I know AddPick uses move constructor but I'm not sure what you get out of it, although you may find MakeTuple useful from a clarity standpoint.
