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

```cpp
#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.