Hello,

I have two SortedVectorMap

SortedVectorMap<int, PlayerTB> TBVega, TBS;

where

class PlayerTB : Moveable<PlayerTB> {
public:
 int id;
 int rank;
 Vector<String> tbs;
 PlayerTB() {}
};

At some moment I would like that the content of TBVega be identical to that of TBS but without
loosing/destroying the content of TBS.
Of course I can iterate and copy one by one the elements. I would like to know if there is some
efficient way to do it. I read about clone but the compiler complain things that I do not understand.
Perhaps I need to do something on class PlayerTB.

 note: copy constructor of 'PlayerTB' is implicitly deleted because field 'tbs' has a deleted copy
constructor
     Vector<String> tbs;
            ^
C:\upp\uppsrc\Core\Vcont.h:290:2: note: copy constructor is implicitly deleted because
'Vector<Upp::String>' has a user-declared move construct
   or
     Vector(Vector&& v)   { Pick(pick(v)); }
     ^

Thanks,
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