
Subject: SortedVectorMap - attempting to reference a deleted function error

Posted by [awksed](#) on Fri, 06 Apr 2018 14:47:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

I get an "attempting to reference a deleted function" error compiling the following.

With VectorMap it compiles, with SortedVectorMap it fails.

Adding MyClass::operator= and copy ctor doesnt help.

Compiler: MSC15x64

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

```
using namespace Upp;
```

```
class MyClass : Moveable<MyClass>
{
    int nDummy;
};
```

```
CONSOLE_APP_MAIN
```

```
{
    Vector <MyClass>          List;
    SortedVectorMap <String, Vector<MyClass>> Info;
```

```
//VectorMap <String, Vector<MyClass>> Info; // THIS COMPILES
```

```
Info.Add("123", List); // <- fail
}
```

Produces:

```
c:\upp9251\uppsrc\core\InVector.h(629): error C2280: 'Upp::Vector<MyClass>
&Upp::Vector<MyClass>::operator =(const Upp::Vector<MyClass> &)': attempting to reference a
deleted function
```

Subject: Re: SortedVectorMap - attempting to reference a deleted function error

Posted by [busiek](#) on Fri, 06 Apr 2018 22:53:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Some U++ containers have deleted copy constructor. See transfer semantics. In your code you have to explicitly tell whether you copy or move like this:

```
Info.Add("123", clone(List));orInfo.Add("123", pick(List));
```

Subject: Re: SortedVectorMap - attempting to reference a deleted function error
Posted by [awksed](#) on Sat, 07 Apr 2018 07:39:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, busiek

Many thanks for your reply.

Sorry, I should have said I tried that already. It's not a solution in this case.

Did you compile the code I posted? I havent tried it but it probably compiles on older compilers (again not a solution as I need (fairly) current compilers.

I also should mention I'm using U++ 9251 (I havent tried anything later).

Subject: Re: SortedVectorMap - attempting to reference a deleted function error
Posted by [mirek](#) on Fri, 13 Apr 2018 08:14:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

awksed wrote on Fri, 06 April 2018 16:47I get an "attempting to reference a deleted function" error compiling the following.

With VectorMap it compiles, with SortedVectorMap it fails.

Adding MyClass::operator= and copy ctor doesnt help.

Compiler: MSC15x64

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

```
using namespace Upp;
```

```
class MyClass : Moveable<MyClass>  
{  
    int nDummy;  
};
```

```
CONSOLE_APP_MAIN
```

```
{  
    Vector <MyClass> List;  
    SortedVectorMap <String, Vector<MyClass>> Info;
```

```
//VectorMap <String, Vector<MyClass>> Info; // THIS COMPILES
```

```
Info.Add("123", List); // <- fail
```

```
}
```

Produces:

```
c:\upp9251\uppsrc\core\InVector.h(629): error C2280: 'Upp::Vector<MyClass>
&Upp::Vector<MyClass>::operator =(const Upp::Vector<MyClass> &)': attempting to reference a
deleted function
```

Thanks for reporting, fixed in the trunk.

Subject: Re: SortedVectorMap - attempting to reference a deleted function error
Posted by [awksed](#) on Fri, 11 May 2018 11:48:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Mirek,

Sorry for the delay in replying.

Many thanks.
