
Subject: Problem with FixedVectorMap/FixedArrayMap

Posted by [Novo](#) on Fri, 28 Jun 2019 22:38:27 GMT

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```
{
FixedVectorMap<int, int> m;
// FixedArrayMap<int, int> m;
m.Add(1, 1);
m.Add(2, 2);
m.Finish();
SortByKey(m);
}
```

FixedMap.h:55:56: error: call to implicitly-deleted copy constructor of 'Upp::Vector<int>'

```
FixedAMap(Vector<K>&& key, V&& val) : key(pick(key)), value(val) {}
                                   ^   ~~~
```

Subject: Re: Problem with FixedVectorMap/FixedArrayMap

Posted by [mirek](#) on Sat, 29 Jun 2019 06:47:17 GMT

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Thank you, fixed.
