Subject: Vector< Vector<int> > compilation error
Posted by forlano on Mon, 12 Aug 2019 19:50:29 GMT
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Hello,

I have upgraded to MSVC 2019 and latest nightly build.
This piece of code no longer compile

```
...
 Vector< Vector<int> > playerHistory;
 for (i=0; i<=TD.NPlayer; i++) {
  Vector<int> v;
  playerHistory.Add(v);
 }
...
```

the compiler complain about a temptive to make reference to a function that has been eliminated.
Is there an equivalent way to write it and continue to use that code?

Thanks,
Luigi

Subject: Re: Vector< Vector<int> > compilation error
Posted by mirek on Mon, 12 Aug 2019 19:51:38 GMT
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.Add(clone(v));

or

.Add(pick(v)); // this is faster but does v.Clear

Mirek