

```
T    PopTail()          { T x = Tail(); DropTail(); return x; }
```

msvc cl produces ...\\uppsrc\\Core\\BiCont.h (47): error C2280: ... attempting to reference a deleted function.

because it returns deleted object. Since it's not using pick.

Item uses Moveable, eg struct Item:Moveable<Item>{...}

BiVector<Item> queue;

Transfer semantics ctor/=oper was also made.

...

Item item=queue.PopTail(); produced that.

What exactly produces that is having Vector<char> temp; in the Item,  
but having std::vector<char> temp; works ok.

Having only basic types(int,char,...) does not produce it.

There is no examples, nor in the src/... nor in other examples what concerns this,  
except int q = data.PopTail(); <= but this uses int not struct/class.

By the way,

how to convert a regular c-like-array into Vector?

byte \*array; //<=array has eg 100 elements

Vector<byte> varr;

Would be this the best way?

varr.AppendRange(SubRange(array,100));?

Also,

what is usually used for std::queue?

One of BiVector or BiArray? or something else?

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