Subject: BiVector::PopHead/PopTail possible bug
Posted by luoganda on Wed, 25 Jun 2025 12:22:55 GMT
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```
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?