Subject: Error when I trying to Add in VectorMap container a "C" struct
Posted by tojocky on Wed, 09 Sep 2009 13:54:36 GMT
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Hello all,

Help me please how can I add in VectorMap or in other container a C type struct.

I have the following situation:

```
extern "C" {
typedef struct C_CLASS {
 ...
} C_CLASS;
}
....
typedef VectorMap<String, C_CLASS > RegistrationMap;
....
RegistrationMap     tempExactMatchMap_;
```

I have an error becouse the C_CLASS is not moveable.

I read that the C_Class must be moveable. How can I make this moveable?

With respect,
Ion Lupascu (tojocky)

Subject: Re: Error when I trying to Add in VectorMap container a "C" struct
Posted by Mindtraveller on Wed, 09 Sep 2009 15:27:39 GMT
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Ion, first of all, you should check if Vector as the right type of flavor for you. May be ArrayMap fits well into your program - it has no Moveable requirement and less side effects than VectorMap.

If VectorMap is required, consider using Moveable:

```
struct MyType: Moveable<MyType>
{
...
};
```

Remember that Moveable type shouldn`t contain any pointers.
Additional requirements are listed in the VectorMap help topic.

Subject: Re: Error when I trying to Add in VectorMap container a "C" struct
Posted by sergeynikitin on Wed, 09 Sep 2009 16:41:28 GMT
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I read it every night, until I realized the essence of the case.
http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html

I recommend reading it slowly, several times. This is the foundation.

Please do not take offense at the didactic tone. These recommendations from the heart.

Subject: Re: Error when I trying to Add in VectorMap container a "C" struct
Posted by tojocky on Thu, 10 Sep 2009 06:06:44 GMT
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sergeynikitin wrote on Wed, 09 September 2009 19:41I read it every night, until I realized the essence of the case.
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Thank you to all!
I found in the help topic:

Alternatively the NTL_MOVEABLE macro can be used to mark types as moveable if the class interface can not be changed, such as in:

NTL_MOVEABLE(std::string);

Thanks to guys who create this macro and write this help!

Now, I working on the cross-os plugin framework. If My tests will be favorable I will share!

Subject: Re: Error when I trying to Add in VectorMap container a "C" struct
Posted by sergeynikitin on Thu, 10 Sep 2009 07:16:19 GMT
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The solution is really beautiful.