Subject: Vector< Vector<int>> issue
Posted by forlano on Mon, 02 Jan 2017 13:46:48 GMT

Hello and Happy New Year!

I downloaded today the latest Upp 10620, MSC15. I tried to compile a code that worked with the old distro I currently use.
In a class I have

Vector< Vector<int> > columnWidths;

and the compiler complain when I try to use

columnWidths.Pop();

with error:
c:\upp\uppsrc\core\Vcont.h (150): error C2280: 'Upp::Vector<int>::Vector(const Upp::Vector<int> &)': tentativo di fare riferimento a una funzione eliminata

Does anybody know how to fix it?
Thanks,
Luigi

Subject: Re: Vector< Vector<int>> issue
Posted by forlano on Mon, 02 Jan 2017 15:48:43 GMT

forlano wrote on Mon, 02 January 2017 14:46Hello and Happy New Year!

I downloaded today the latest Upp 10620, MSC15. I tried to compile a code that worked with the old distro I currently use.
In a class I have

Vector< Vector<int> > columnWidths;

and the compiler complain when I try to use

columnWidths.Pop();

The above code is not mine. I tried this

columnWidths[columnWidths.GetCount()-1].Pop();

and works.

However I wonder if it does the same of the previous :roll:

columnWidths.Pop();

Luigi

Subject: Re: Vector< Vector<int>> issue
Posted by mirek on Tue, 03 Jan 2017 08:33:16 GMT
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It is not the same.

Please use Drop instead of Pop...

Mirek

Subject: Re: Vector< Vector<int>> issue
Posted by mirek on Tue, 03 Jan 2017 09:32:30 GMT
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On the second thought, U++ is now changed to allow Pop in this situation...

Subject: Re: Vector< Vector<int>> issue
Posted by forlano on Tue, 03 Jan 2017 12:23:03 GMT
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mirek wrote on Tue, 03 January 2017 10:32On the second thought, U++ is now changed to allow Pop in this situation...

Hi Mirek,

sorry but I have not understood. If I download the latest nightly build the original code will work?
Thanks,
Luigi

Subject: Re: Vector< Vector<int>> issue
Posted by mirek on Tue, 03 Jan 2017 15:32:14 GMT
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Yes, or use Drop instead of Pop.

Of course, nightly from upcoming nigth, so available tomorrow (Jan 3)