A closure has been used as `static`.

Erroneous code example:

```
fn main() {
    static || {}; // used as `static`
}
```

Closures cannot be used as `static`. They "save" the environment, and as such a static closure would save only a static environment which would consist only of variables with a static lifetime. Given this it would be better to use a proper function. The easiest fix is to remove the `static` keyword.