

`derive` was applied on something which is not a struct, a union or an enum.

Erroneous code example:

```
trait Foo {  
    #[derive(Clone)] // error!  
    type Bar;  
}
```

As said above, the `derive` attribute is only allowed on structs, unions or enums:

```
#[derive(Clone)] // ok!  
struct Bar {  
    field: u32,  
}
```

You can find more information about `derive` in the [Rust Book](#).