An item which isn't a unit struct, a variant, nor a constant has been used as a match pattern.

Erroneous code example: struct Tortoise; impl Tortoise { fn turtle(&self) -> u32 { 0 } match Ou32 { Tortoise::turtle => {} // Error! _ => {} } if let Tortoise::turtle = Ou32 {} // Same error! If you want to match against a value returned by a method, you need to bind the value first: struct Tortoise; impl Tortoise { fn turtle(&self) \rightarrow u32 { 0 } } match Ou32 { x if $x == Tortoise.turtle() => {} // Bound into `x` then we compare it!$ _ => {}