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Subject: Re: SortedIndex and Less  
Posted by [mirek](#) on Sat, 21 Sep 2013 17:12:24 GMT  
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Not sure what went wrong, I have tried this:

```
#include <Core/Core.h>

using namespace Upp;

struct rho : Moveable<rho> {
    int x,y,z;

    rho(int x,int y,int z) : x(x), y(y), z(z) {}
    rho() {}

    String ToString() const { return AsString(x) + ' ' + AsString(y) + ' ' + AsString(z); }
};

bool operator < (const rho& a, const rho& b){
    return a.x == b.x ? (a.y == b.y ? a.z < b.z : a.y < b.y) : a.x < b.x;
}

CONSOLE_APP_MAIN{
    StdLogSetup(LOG_FILE);

    SortedIndex<rho> data;
    data.Add(rho(1, 2, 3));
    data.Add(rho(1, 1, 1));
    data.Add(rho(1, 2, 0));

    DDUMPC(data);
}
```

and it seems to work fine...

Note: you can use CombineCompare helper:

```
bool operator < (const rho& a, const rho& b){
    return CombineCompare(a.x, b.x)(a.y, b.y)(a.z, b.z) < 0;
}
```

Mirek

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