Subject: Re: Array & Gdiplus::Pen problem
Posted by arturbac on Wed, 01 Aug 2007 14:30:06 GMT

It was exaclty Reserve
When i mark out Reserve i got another place

```
Pen *p;
...........
p = new Pen(this->m_pOutlin.....
.........
pens.Add( p );
```

And then it failed at Add

So finaly i had no solution and switched
from
void MetaLayer::GetPens(int type, Array<Pen> & pens) const

to
void MetaLayer::GetPens(int type, Vector<Pen *> & pens) const

and by hand managing memory of Pens