
Subject: Re: Array & Gdiplus::Pen problem
Posted by [arturbac](#) on Wed, 01 Aug 2007 14:51:29 GMT
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After changing code to below everything is ok
Propably SetCount was the error but complier message pointed to incorect line in code ...

```
void MetaLayer::GetSimplePens(int type, Array<Pen> & pens) const
{
    pens.Reserve(Globals::RoadCategories);
    Pen *p;
    if (type == 0)
    {
        for (int i = 0; i < Globals::RoadCategories; i++)
        {
            p = new Pen(Color_(0,0,0), 3.);
            p->SetEndCap(Gdiplus::LineCapDiamondAnchor);
            p->SetStartCap(Gdiplus::LineCapDiamondAnchor);
            pens.Add(p);
        }
    }
    else if (type == 1)
    {
        for (int i = 0; i < Globals::RoadCategories; i++)
        {
            p = new Pen(Color_(255,0,0), 1.);
            p->SetStartCap (Gdiplus::LineCapDiamondAnchor);
            p->SetEndCap (Gdiplus::LineCapDiamondAnchor);
            pens.Add(p);
        }
    }
    else
        for (int i = 0; i < Globals::RoadCategories; i++)
            pens.Add(new Pen(Color_(0,0,0), 3));
}
```