Subject: Re: Hopefully fixed "Writes to freed blocks" bug in ide - and warning (quiz)
Posted by mirek on Tue, 23 Oct 2007 16:08:41 GMT

mdelfede wrote on Tue, 23 October 2007 11:50luzr wrote on Tue, 23 October 2007 17:41

Nope. But it returns a reference. However, .At invalidates references to Vector.... So if the left side of statement is evaluated before the right side, you have "free block overwrite"...

Mirek

Uhmmm... what is the reason of invalidating the ref ? At() isn't the same as operator [], for array ?

No, it can resize the array if you use i >= GetCount.

Quote:
BTW, I was thinkin' about it yesterday.... why did you use the pick_ stuff instead of something like a pimpl object with copy-on-write ? It's not feasible ?

IMO/IME, shared ownership is the root of evil At least in C++.

Mirek