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Subject: VectorMap inside VectorMap

Posted by [White\\_Owl](#) on Mon, 02 Feb 2009 22:08:39 GMT

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What is wrong with this code?

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

```
using namespace Upp;
```

```
class mycontainer: Moveable<mycontainer> {  
public:  
    VectorMap<String, String> data;  
};
```

```
VectorMap<String, mycontainer> vm;
```

```
CONSOLE_APP_MAIN
```

```
{  
    mycontainer ca = vm.GetAdd("First");  
    ca.data.FindPut("first-first", "aa");  
    ca.data.FindPut("first-second", "bb");  
  
    mycontainer cb = vm.GetAdd("First");  
    cb.data.FindPut("first-first", "cc"); // run-time error  
    cb.data.FindPut("first-second", "dd");  
}Why do I get a run-time error in debug mode?
```

```
-----  
Fatal error
```

```
-----  
Assertion failed in C:/upp/uppsrc/Core/Vcont.h, line 18  
Broken pick semantics
```

```
-----  
OK  
-----
```