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?
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Fatal error
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Assertion failed in C:/upp/uppsrc/Core/Vcont.h, line 18
Broken pick semantics

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OK
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```