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Subject: Re: vectormap

Posted by [dolik.rce](#) on Sun, 28 Jun 2009 15:39:34 GMT

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Hi,

You need to declare `_OBJECT::operator==` as `const`:

```
bool operator==(const _OBJECT& b) const { return ((Id == b.Id) && (SId == b.SId)); }
```

But I'm afraid, I'm not the right one to explain the reason... I don't really know much about U++ containers, just the basics I need to use them

Honza

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