Subject: Pick problems

Posted by mdelfede on Sat, 23 Jan 2010 09:14:23 GMT

I get sometimes 'Pick broken semantic' error in my app and, as it is multithreaded, to locate them is becoming a nightmare.

Just today I've got one which I can't locate, and I'm thinking about some way to check if a container get picked just when it is.

So, it would be possible to add to containers a debug function like

BreakOnPick(bool brk = true);

which, if enabled, would throw a BREAK in debug mode, so the code that breaks pick semantics can be located more easy ?

Another stuff.... IsPicked() is missing from ArrayMap, because it's missing from AIndex template class.

Adding this to it :

bool IsPicked(void) const { return key.IsPicked() || hash.IsPicked(); }

Solves the issue.

Ciao

Max