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Subject: Re: T\* Detach() for ArrayMap  
Posted by [mirek](#) on Tue, 02 Feb 2010 21:52:37 GMT  
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kohait00 wrote on Tue, 02 February 2010 10:31hi there

i ran into the need of

```
T* ArrayMap<K, T>::Detach(const K & key)
```

function. normal Array<T> \*does\* have one  

```
T* Array<T>::Detach(int i);
```

since one can do a

```
T & Add(const K & key, T * newt)
```

on both, Array<T> and ArrayMap<K, T>, it would be consistent to have a Detach() function on both cotainer types.

so maybe the following lines could be added to Map.h

```
T* Detach(int i) { T *t = &B::value[i]; B::key.Remove(i); return t; }
```

Hm, is that correct implementation?

I would say something like

```
T* Detach(int i) { B::key.Remove(i); return B::value.Detach(i); }
```

is the correct one?

Another problem there is that this kind of detach is quite slow. Maybe we need DetachUnlink too (?).

Mirek

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