Subject: Re: Questions about VectorMap
Posted by cbpporter on Thu, 11 Mar 2010 14:11:22 GMT

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I will definitely learn about Index and check out the code. for the easy tasks I had before, I could use it without deeper knowledge.

So if it behaves like Vector, if it is empty, I should have FindAdd("foo") = 0 and following FindAdd("bar") = 1 used in this order? And I can trust these indexes after a resize or hash reindex?

Also, if it behaves like a Vector<Key>, it will store the key, not just the hash. Pointer invalidation for both.

And what about ArrayMap. Does it behave like two Arrays or a Vector and an Array?