Subject: Re: what about VectorBiMap / ArrayBiMap ?
Posted by kohait00 on Fri, 30 Apr 2010 12:45:11 GMT

hi Mindtraveller

this is actually exactly what i was adressing in
 http://www.ultimatepp.org/forum/index.php?t=msg&th=5142& amp;start=0&

to return the responsibility of maintainig the hash/state of an object returned by T&
Index::operator[] to the user.

say if a user modifies an element from Index (which is needed sometimes), he knows which
element it was, and simply updates the internel hash ref of that object, calling SetKey(i) or sth.
(analog to VectorMap::SetKey(i, key))

add the follwing at
Index.h:127

```
 void    SetKey(int i)            { hash.Set(i,hashfn(key[i])); }

 T&      operator[](int i)        { return key[i]; }
```

should do it. i discussed it there with mirek, he was hesitating.. which is sort of understandable,
doing so, you might end up breaking consistency of Index if not carefull.