
Subject: Re: VectorMap<String,String> = Seg Fault
Posted by [koldo](#) on Tue, 17 Aug 2010 06:31:51 GMT
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Hello Jeremy

Doing this has been quite aggressive

```
Vector<String> keys = map.GetKeys();
```

Vector class has not any copy constructor.

It would work this:

```
Vector<String> keys;  
keys <<= map.GetKeys();
```

Or much better, this:

```
const Vector<String> &keys = map.GetKeys();
```
