
Subject: Re: Passing Vectors as arguments of functions.
Posted by [281264](#) on Thu, 26 Aug 2010 18:43:07 GMT
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for example, in this simple code:

```
#include <iostream>
#include <CtrlLib/CtrlLib.h>
using namespace std;
using namespace Upp;

struct A:Moveable<A>{

    int x,y,z;
    A(int x1, int y1, int z1){x=x1;y=y1;z=z1;}

};

void multi (Vector<A> a, Vector<A> b, Vector<A> c);

int main(){

    Vector<A> vector_A1,vector_A2,vector_A3;

    vector_A1.Add(A(10,20,30));
    cout<<vector_A1[0].x<<"\n";
    cout<<vector_A1[0].y<<"\n";
    cout<<vector_A1[0].z<<"\n";

    vector_A2.Add(A(40,50,60));

    multi(vector_A1,vector_A2,vector_A3);
    //cout<<vector_A3[0].x<<"\n";
    //cout<<vector_A3[0].y<<"\n";
    //cout<<vector_A3[0].z<<"\n";

    return 0;
}

void multi (Vector<A> a, Vector<A> b, Vector<A> c){

    c.Add(A(a[0].x*b[0].x,a[0].y*b[0].y,a[0].z*b[0].z));

}
```

why values are not passed to vector_A3? is it correct the way of passing the Vectors?

Cheers,

Javier
