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Subject: Re: ValueArray behaviour / inconsistantcy / BUG?

Posted by [mirek](#) on Fri, 29 Oct 2010 06:37:56 GMT

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kohait00 wrote on Thu, 28 October 2010 12:20ahh.. i think i got u now.

Maps also have ability to externally specify the hash under which a value should be acessible, besides the key specified

```
T& Add(const K& k, unsigned hash);
```

and it neither is serialized in the container..

Which is not right as well (and it is my fault).

Of course, in practice, it is little difference...

Maybe we can leave it to sleep for now... (We would have to invent some method how to make Serialize backward compatible).

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