Subject: stl question
Posted by GaroRobe on Fri, 10 Jun 2011 03:37:21 GMT
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So.

I've got a method in OpenCV I need to use. It has parameters with type vector<vector<Point3d>>. It is a data about primitive regular mesh (in model coords) for each frame. Filling it manually feels wrong, so I do it like:

```
vector<Point2f> checkboardMesh;

for ( int i = 0; i < board_h; i++ )
  for ( int j = 0; j < board_w;i++ )
   checkboardMesh.push_back ( * new Point2f ( j, i ) );
```

And here I get stuck: will I not get memory leak here? AFAIK std::vector copies element on insert. Should I do it like

```
for ( int i = 0; i < board_h; i++ )
for ( int j = 0; j < board_w; j++ )
{
 tmpP = new Point2f ( j, i );
 checkboardMesh.push_back ( *tmpP );
 delete tmpP;
}
```

maybe? If I do, then I'd rather look for a better idea.

Or maybe there is some way of using Upp containers here?

P.S.: The method I mentioned is cv::calibrateCamera btw:

```
double cv::calibrateCamera( const vector<vector<Point3f> >& objectPoints,
                            const vector<vector<Point2f> >& imagePoints,
                            Size imageSize, Mat& cameraMatrix, Mat& distCoeffs,
                            vector<Mat>& rvecs, vector<Mat>& tvecs, int flags )
```