
Subject: Re: stl question

Posted by [dolik.rce](#) on Fri, 10 Jun 2011 05:55:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi GaroRobe,

You don't have to use new at all Just creating a temporary object is fine, since std::vector will make a copy:

```
vector<Point2f> checkboardMesh;
```

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

Using U++ containers should be possible, but it would be an ugly hack Something allong the lines of: using std::vector;
using cv::Point2f;

```
Vector<Point2f> v; //this requires to do NAMESPACE_UPP; NTL_MOVEABLE(cv::Point2f);  
END_UPP_NAMESPACE; in global scope
```

```
vector<Point2f> checkboardMesh;
```

```
for ( int i = 0; i < board_h; i++ )  
    for ( int j = 0; j < board_w; j++ )  
        v.Add( Point2f ( j, i ) );
```

```
checkboardMesh.resize(v.GetCount());  
memmove(&checkboardMesh[0],v.Begin(),v.GetCount()*sizeof(Point2f));
```

In other words: not elegant and definitely not recommended. Please never do something like that

Honza
