Subject: Pick semantic errors
Posted by sstrucel on Wed, 20 Jul 2011 15:03:11 GMT
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I have recently been using Upp as a coding environment for some basic GUI info displaying. While developing I keep running into pick semantic error which I'm assuming are from the Array class I am using. One of my first question is whether or not GUI elements such as panels and gridcrtl also run into pick errors or are they deeply copied. The basic structure of my program is that I have two main objects where one is a basic component and one is a Array of these components plus a name. I found one of my pick errors came the way i returned the array of the components (x.getComponents()). I ended up doing a quick fix by making a temp Array and then deep copying the data to it (<<=) and finally returning that temp array. This leads me to my other question: Is there a better way to do this? Can a have a return the give a copy of the Array of components so I can keep the Array private? Also is there a simple statement to just keep everything deep copied? Thanks for an assistance you can provide