Subject: A probably simple question about pick semantics
Posted by peek on Mon, 12 Dec 2011 15:58:41 GMT
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I wanted to pass a Vector by reference to a template function, but the Vector is lost :

.cpp file

```
Vector<double> v;
v << 1;

Test(v);
```

.h file

```
template <class T>
void Test(T v)
{
 // Nothing done
}
```

After calling to Test(), Vector v contents disappear.

When debugging you can see than before jumping to Test(), the compiler call to Vector pick constructor:

```
Vector(pick_ Vector& v)          { Pick(v); }
```

and before leaving Test(), the compiler calls Vector destructor:

```
~Vector()  { ....
```

However if Test is called with a pointer to Vector, v contents remains.

```
Test(&v)
```

What could we do to call the templated function without loosing Vector contents?

Thank you