Subject: broken pick semantics
Posted by crydev on Wed, 14 Nov 2012 22:23:25 GMT
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I'm building a movie managing program. I have a settings dialog that loads data from a global variable which is an instance of a class that manages an XML file. As long as I keep the loading of data inside the constructor of the dialog: there is no problem. When I create a new function that loads the data, for example, to reload the data every time I reopen the dialog I get a "broken pick semantics" error. My code is as following:

```
ConfigurationStorage MovieManagerConfiguration; // global variable that holds the settings data

void SettingsDialog::Reload()
{
 mDirectoryList.Clear();
 auto x = MovieManagerConfiguration.SyncDirectories.GetCount(); // this throws the semantics error!
 for (int i = 0; i < x; i++)
 {
  mDirectoryList.Add(MovieManagerConfiguration.SyncDirectories[i]);
 }
}
```

The Vector<String> SyncDirectories contains 1 string variable at that moment. If I put the loop code back inside the dialog constructor the error does not appear. I call the dialog as following:

Inside the constructor of my main window:

```
mSettingsDialog.WhenSettingsChanged = THISBACK(SettingsChanged);
```

Inside the open button:

```
void MovieManager::Options()
{
 mSettingsDialog.Reload();
 mSettingsDialog.Execute();
}
```

Why am I getting this error? How can I fix it? Am I maybe doing my settings management the wrong way by using a global class instance like this? I am busy on C++ while always have been doing C# so I will believe it if I am not doing the correct thing here.