
Subject: Re: broken pick semantics

Posted by [dolik.rce](#) on Thu, 15 Nov 2012 03:16:48 GMT

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Hi crydev

Your problem with broken pick semantics is not actually on the line with `GetCount()`. That is just coincidentally the first place when you try to access picked container. You will have to look in the code that is executed before. Check for any copy/assignment of `SyncDirectories` to another `Vector`. `Vector` is by default using pick semantics, so when you copy it, the original content is destroyed.

Read the NTL tutorial, (especially section 3) for basic explanation of picking and also Transfer semantics and Pick behavior explanation for further details. It is some heavy reading, but necessary to understand the U++ containers. When I started to work with U++, I had to read it at least once a day for a week, before I got used to it and understood why is it so great

Also if you post more of the related code, I should be able to point you more exactly to where the problem started. It is definitely not in the parts that you posted.

Best regards,
Honza
