Subject: Re: broken pick semantics
Posted by dolik.rce on Fri, 16 Nov 2012 06:31:54 GMT

crydev wrote on Thu, 15 November 2012 22:59It makes sense to me though. Because I used a normal value object as parameter it already copied the contents of the vector, which using pick semantics, resulted in the original vector being empty. By using a reference pointer to the original vector, the pick assignment is not used, avoiding this problem. Am I correct?Yes, when you just pass a reference around, it is still one object and no copying is necessary. It is actually (IMHO) better practice, to avoid copies by using references everywhere where possible.

Honza