
Subject: Re: How to sort a vector?

Posted by [crydev](#) on Sun, 18 Nov 2012 11:27:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Sat, 17 November 2012 00:34Hello crydev

If MovieInfo has operator< it is easy, just call Sort(myvector);

If not, you can do this:

```
struct MySortWay {  
    bool operator () (const MovieInfo& a, MovieInfo& b) const {  
        return a.value < b.value; // Just an example. It depends on MovieInfo contents  
    }  
};
```

```
Vector <MovieInfo> myvector;
```

```
Sort(myvector, MySortWay);
```

Thanks Koldo, this makes sense to me. I tried it using the operator < which I created inside MovieInfo:

```
bool operator < (const MovieInfo& pComp) const  
{  
    return pComp.cFullPath > cFullPath;  
};
```

However, the two Sort methods do not have the same algorithm! I have tried to find out another way of fixing my problem but since I am using callbacks to fill up my ArrayCtrl one item by another from another thread I'm having trouble finding out how I could sort on the fly.

The ArrayCtrl.Sort() and Sort(myVector) both sort alphabetically, but not exactly the same. What should I do to abandon this problem? Is there a way maybe to sort on the fly so I can keep my callback system?
