
Subject: Re: Sorting a ValueArray ?

Posted by [mirek](#) on Mon, 14 Apr 2014 18:21:50 GMT

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mingodad wrote on Mon, 14 April 2014 15:16After reading your answer and thinking a bit I've got this code to work:

```
static bool CompareGetDistances(Value &a, Value &b)
{
    return a[5] < b[5];
}
...
ValueArray &rows = SomeValuaArrayOfValueMap();
Vector<Value> &vv = const_cast< Vector<Value>& >(rows.Get());
Sort(vv, CompareGetDistances);
...
```

Thanks for your help !

That is not quite a good idea. If there exists a copy of ValueArray, it will get sorted too...

To stay on the safe side, I would probably rather used something like

```
Vector<Value> v = clone(va.Get());
Sort(v);
va = ValueArray(pick(v));
```

(but thinking about the whole issue, it looks like "Pick" method would not be a bad idea too here...)

Mirek
