
Subject: VectorMap.Get

Posted by [deep](#) on Tue, 13 Oct 2015 12:31:06 GMT

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Hi,

When I want to get the content of VecotorMap second time I am getting Assert Failed error.

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    Vector<int> v1;
    VectorMap<String,Vector<int>> Vm ;

    v1.Clear();
    v1.Add(0);
    v1.Add(3);
    Vm.Add("key1",v1);

    v1.Clear();
    v1.Add(10);
    v1.Add(31);
    v1.Add(41);
    Vm.Add("key2",v1);

    Vector<int> v2 ;
    v2 = Vm.Get("key1");
    DUMP(v2);

    v2.Clear();
    v2 = Vm.Get("key2");
    DUMP(v2);

    v2.Clear();
    v2 = Vm.Get("key1");
    DUMP(v2);
}
```

Log content

```
v2 = [0, 3]
```

```
v2 = [10, 31, 41]
v2 = ***** ASSERT FAILED: Assertion failed in
c:\devtools\upp_git\uppsrc\core\Vcont.h, line 34
Broken rval_ semantics
```

It is working whith VectorMap<String,String>

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
  VectorMap<String,String> v1;

  v1.Add("key1","val1");
  v1.Add("key2","val2");
  v1.Add("key3","val3");

  String s;

  s.Clear();
  s= v1.Get("key1");
  DUMP(s);

  s.Clear();
  s= v1.Get("key2");
  DUMP(s);

  s.Clear();
  s= v1.Get("key3");
  DUMP(s);

  s.Clear();
  s= v1.Get("key1");
  DUMP(s);
}
```

Log content

```
s = val1
s = val2
s = val3
s = val1
```

