
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 with 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
```
