

---

Subject: Re: VectorMap.Get

Posted by [Klugier](#) on Tue, 13 Oct 2015 14:38:05 GMT

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

---

Hello Deep,

Try to clone your vector. I think in your case there is move operation for some reason. Maybe someone that knows better that mechanism can describe it for you. On the other hand I have got compilation error of your example in the latest upp. Code that should work:

```
#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); // <- Vector was copied
```

```
  
  v1.Clear();  
  v1.Add(10);  
  v1.Add(31);  
  v1.Add(41);  
  Vm.Add("key2", v1); // <- Vector was copied
```

```
  
  Vector<int> v2;  
  v2 = clone(Vm.Get("key1")); // <- Without clone, probably move operation  
  DUMP(v2);
```

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

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

Here is my log values:

```
v2 = [0, 3]  
v2 = [10, 31, 41]
```

v2 = [0, 3]

---

P.S.

Maybe you should put space after comma. In my opinion declaration like: `VectorMap<String, Vector<int>>` is more readable than `VectorMap<String, Vector<int>>`.

Sincerely,  
Klugier

---