
Subject: Misssing pick in implementation of AMap<K, T, V>::Put(const K& k, T&& x)
Posted by [busiek](#) on Thu, 29 Sep 2016 12:03:32 GMT

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

Noticed missing pick. Simple patch:

```
diff --git a/uppsrc/Core/Map.hpp b/uppsrc/Core/Map.hpp
index 82877aa..d1b5eb0 100644
--- a/uppsrc/Core/Map.hpp
+++ b/uppsrc/Core/Map.hpp
@@ -465,7 +465,7 @@ int AMap<K, T, V>::Put(const K& k, T&& x)
{
    int i = key.Put(k);
    if(i < value.GetCount())
-        value[i] = x;
+        value[i] = pick(x);
    else {
        ASSERT(i == value.GetCount());
        value.Add(pick(x));
```
