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Subject: Re: stable sort bug.. or looks like it  
Posted by [mirek](#) on Mon, 22 May 2017 10:00:42 GMT  
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aftershock wrote on Sun, 21 May 2017 22:30Have a look  
VectorMap<String, int> involved\_nodes;

```
DUMPM ( involved_nodes );  
StableSort ( involved_nodes.Begin(), involved_nodes.End(), lip );
```

```
DUMPM ( involved_nodes );
```

Stable sort does not seem copy key value pairs correctly for maps.

All Sorts, when used like this, only sort values, as begin/end here return iterators to values only (the value subvector).

I think that to do what you need, you can use [Stable]SortByValues and then StableSortByKeys.

(Perhaps we might add [Stable]SortBy[KeysAndValues|ValuesAndKeys] in future...)

Mirek

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