Subject: Re: stable sort bug.. or looks like it
Posted by mirek on Mon, 22 May 2017 10:00:42 GMT

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