
Subject: Re: stable sort bug.. or looks like it
Posted by [mirek](#) on Tue, 23 May 2017 12:19:21 GMT
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aftershock wrote on Tue, 23 May 2017 11:18I mean
before the operation stablesortbykey

we have key/value pair
(tester_withdraw_when) 0

after the operation

(tester_withdraw_when) 3

So the unity of key/pair is not kept... the key loses its value to something else.

That is really weird. I have just tested with this code:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    VectorMap<int, String> map;

    for(int i = 0; i < 100; i++) {
        int n = Random(200);
        map.Add(n, FormatIntRoman(n) + " " + AsString(n) + " " + AsString(i));
    }

    DUMPM(map);

    StableSortByKey(map);

    DUMPM(map);
}
```

and everything seems 100% fine.

Can you post your testcase please?

Mirek
