
Subject: Re: again... use if deleted function :?
Posted by [idkfa46](#) on Sat, 27 Jan 2018 18:11:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you Klugier!

I applied the following changes too:

```
template<class T> void SortDurata(VectorMap<int, T> &Load)
{
    //Riordina VectorMap in ordine crescente - durata di carico
    Vector<int> keys = Load.PickKeys();
    Vector<T> values = Load.PickValues();          <<< OLD "Load.GetValues()"
    IndexSort(keys, values);
    Load.Clear();
    Load = VectorMap<int, T>(pick(keys), pick(values)); <<< OLD "VectorMap<int, T>(keys,
values)"
                                <<< why i need pick() here ??????????
}
```

I'm agree with you and I'm so sorry for the code not always in English. I wrote it year ago and now I have thousand rows to update.

Sure I'll take it in consideration for the next project!

Thanks,
Matteo