
Subject: Re: Segmentation Error, Assertion failed BiCont.h

Posted by [Oblivion](#) on Thu, 14 Nov 2019 10:39:11 GMT

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Hello Xemuth,

Quote:

hat head method is used for ? do it concern only Vector or Array use it aswell ?

BiVector and BiArray are basically "bidirectional containers" that can act like queues (FIFO or LIFO). :)

A head is basically the first element of that queue (BArray or BiVector). The same as `vector[0]`;
A tail is basically the last element of that queue (BiArray or BiVector). the same as `vector[vector.GetCount() - 1]`;

Api docs explain BiVectors and BiArrays. Here is an excerpt:

They "allows adding elements at both sides of sequence in constant amortized time."

```
T&    Head()           { ASSERT(items > 0); return vector[start]; }
```

This means that your code is calling the Head method of a BiVector or BiArray in somewhere in your code, but the container appears to be empty at the time of call. Hence the assertion. :)

Can you confirm my point of view : Upp calling Head before Doing any action on a Vector that could raise a crash ?

Probably. Because, as I pointed out above, the assertion you've got is a result of calling the Head method of an empty container.

Have you some tips and trick to do propper code and prevent all this Boards effect that can be raised by a bad usage of Vector ?

Bounds checking or using `IsEmpty()` method, where appropriate, can save your time. :)
Also check those containers whether they are picked or not. (Calling the Head method of a picked vector is illegal).

Best regards,
Oblivion
