
Subject: VectorMap Find function crash [SOLVED]
Posted by [Xemuth](#) on Sun, 03 Jan 2021 20:32:46 GMT
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The problem come from destruction of data then working on it.

Hello, I have the following class :

```
template <class T>
class DataManager{
public:
    T& Create(const String& name)
    /*
    ...
    */
    bool Remove(const String& name){
int position = map.Find(name); //Crash occure here
if(position != -1){
    //Then we remove it
    map.Remove(position);
    return true;
}
return false;
    }
private:
    friend class SGLRenderer;
    VectorMap<String, T> map;
};
```

For some reason calling Remove function make my program crash at the following line :

```
int position = map.Find(name);
```

When digging. the function : `int Index<T>::FindFrom(int i, dword sh, const T& k, int end) const` can't be accessed through debugger, it crash when called. Any idea on what's i'm, doing wrong ?

If I try to call `GetCount()` on my map, it return 1701147206. which is obviously a bad value. Do it mean my VectorMap has bad reference or something ?