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Subject: Index<Vector<T>>

Posted by [Novo](#) on Wed, 26 Jun 2019 20:01:16 GMT

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Index<Vector<T>> cannot be compiled with the latest source code.

Is this a bug or is it supposed to be this way now?

It was a useful feature ... :roll:

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Subject: Re: Index<Vector<T>>

Posted by [mirek](#) on Thu, 27 Jun 2019 06:23:11 GMT

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It should works and works for me (MSVC, MINGW):

```
CONSOLE_APP_MAIN {  
    Index<Vector<int>> x;  
    Vector<int> y;  
    x.Add(pick(y));  
}
```

Can you post example that does not work for you?

Mirek

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Subject: Re: Index<Vector<T>>

Posted by [Novo](#) on Thu, 27 Jun 2019 14:24:05 GMT

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mirek wrote on Thu, 27 June 2019 02:23

Can you post example that does not work for you?

Mirek

Actually, it turned out, everything works. Semantics of several methods was changed after SVN@13354 (git: 40cd0fd5ec26).

In previous implementation of Index it was possible to write x.Add(y);, and Index was implicitly cloning Vector.

Now you have to do that explicitly.

Some of the old code got broken because of that.

New implementation has correct semantics.

Sorry for the false alarm. :blush:

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