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Subject: Sort (and CoSort) refactored  
Posted by [mirek](#) on Sun, 25 Oct 2020 13:30:31 GMT  
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I have found a dataset where std::sort was somewhat faster, so had to spend a couple of days improving things....

Refactored code passes all tests so hopefully I have not broke anything. In any case, take this post as warning :)

Mirek

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Subject: Re: Sort (and CoSort) refactored  
Posted by [Novo](#) on Tue, 27 Oct 2020 13:47:59 GMT  
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You broke compilation :) But that happened earlier ...

/home/buildbot/worker/l-upp/build/uppsrc/ide/ide.lay:11:125: error: no member named 'SetLabel' in 'Upp::Ctrl'

ITEM(Button, help, Tip(t\_("Learn more about packages, assemblies and nests.. (Highly recommended for all U++ beginners)")).SetLabel(t\_("?")).RightPosZ(236, 20).BottomPosZ(6, 22))

~~~~~  
~~~~~^~~~~~  
~~~~~

/home/buildbot/worker/l-upp/build/uppsrc/CtrlCore/lay.h:59:46: note: expanded from macro 'ITEM'  
#define ITEM(cls, var, param) layout.var.param; layout.var.LayoutId(#var);  
parent.Add(layout.var);

~~~~~^~~~~~

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Subject: Re: Sort (and CoSort) refactored  
Posted by [mirek](#) on Tue, 27 Oct 2020 14:05:23 GMT  
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Hopefully fixed.

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Subject: Re: Sort (and CoSort) refactored  
Posted by [Novo](#) on Tue, 27 Oct 2020 16:58:36 GMT  
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Thanks! Everything is fine now.

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