Subject: Vector< > & does't work
Posted by Ulti on Sun, 26 Nov 2006 00:58:37 GMT

```
int cache;
Vector< Item > &Ptr=Ports;
switch(T)
{
    case PORT:
    {
        cache=PortCache;
        Ptr=Ports;
    }break;
    case CHANNEL:
    {
        cache=ChannelCache;
        Ptr=Channels;
    }

}
    if(cache!=-1)
        if(Ptr[cache].selfId==key)return Ptr[cache].item;

    for(int i=0;i<Ptr.GetCount();i++)
    {
    if(Ptr[i].selfId==key)
    {
        cache=i;
        return Ptr[i].item;
    }
    }
return -1;
```
doesn't work.
Assertion fail at line:for(int i=0;i<Ptr.GetCount();i++)
I can't figure out why.

Subject: Re: Vector< > & does't work
Posted by mirek on Sun, 26 Nov 2006 06:31:41 GMT

Well, I am not 100% sure what is in the Ports variables, however, assert like this most likely means "pick" semantics is broken somewhere.

```
Ptr=Ports;
```

and

Ptr=Channels;

are the most likely causes, especially first - you are picking Ports to Ports or Channel to Ports (you cannot assign reference!).

I believe you wanted

Vector<Item>& Ptr = T == CHANNEL ? Channel : Ports;

Mirek

Subject: Re: Vector< > & does't work
Posted by Ulti on Sun, 26 Nov 2006 14:23:14 GMT
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thanks,I am so stupid