Subject: Adding subclass objects to base class array using AppendPick()
Posted by captainc on Thu, 26 Apr 2007 15:01:42 GMT
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I have 1 base class and 3 subclasses. I want to build an array with all of the classes in it and then sort the array on a given variable. I have the operator< defined so I can call sort on the final array, but I am getting an error when trying to call AppendPick() to add all the objects of a subclass to the base class array. Basically, I created an array of the base class, filled it with one subclass type (subclass A) and then tried to append an array of another subclass (subclass B) to it.

My error says:
'void Upp:Array<T>::Append(const Upp:Array<T> &)' : cannot convert parameter 1 from 'ClassAList' to 'const Upp::Array<T> &'

Also, ClassAList is a typedef of Array<ClassA>
--> "typedef Array<ClassA> ClassAList;"

How can I make this work correctly?

Any help is much appreciated.

Subject: Re: Adding subclass objects to base class array using AppendPick()
Posted by mirek on Thu, 17 May 2007 12:36:25 GMT
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Sorry, for misshing this post....

And sorry once again, it is hard to decipher your intentions here.

Would you mind posting the code snippet to explain?