Subject: BiArray::AddTail/AddHead pick problems
Posted by kodos on Fri, 18 Jul 2008 20:03:44 GMT
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Hi,

Is it possibly that the AddTail/AddHead methods of BiArray use pick semantics rather than a deep copy constructor as is written in the documentation?
Here is the source of both methods:

```
void    AddHead(const T& x)         { bv.AddHead(new T(x)); }
void    AddTail(const T& x)         { bv.AddTail(new T(x)); }
[/source]
```

Currently I get nasty broken pick semantics errors with this

Subject: Re: BiArray::AddTail/AddHead pick problems
Posted by mirek on Sat, 19 Jul 2008 07:36:20 GMT
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Ops, you are right. Should be:

```
void    AddHead(const T& x)         { bv.AddHead(DeepCopyNew(x)); }
void    AddTail(const T& x)         { bv.AddTail(DeepCopyNew(x)); }
```

Well, in fact, these methods might be confusing a bit, therefore I usually rather use

x.AddHead() <<= element;

... that is why this error escaped for so long

Mirek

Subject: Re: BiArray::AddTail/AddHead pick problems
Posted by kodos on Sat, 19 Jul 2008 11:06:15 GMT
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Thanks, I also used this workaround for now.

I hope it's fixed soon in svn