Subject: Vector Error
Posted by TeCNoYoTTa on Wed, 13 Aug 2008 12:24:39 GMT
View Forum Message <> Reply to Message

hello all

why this gives error

struct HiddenTag
{
String name;
String value;
}
Vector<HiddenTag> x;

Subject: Re: Vector Error
Posted by kodos on Wed, 13 Aug 2008 12:31:05 GMT
View Forum Message <> Reply to Message

Vector is for moveable types. See: http://www.ultimatepp.org/srcdoc$Core$Moveable$en-us.html

Either mark your type as Moveable or use an Array.

Subject: Re: Vector Error
Posted by TeCNoYoTTa on Wed, 13 Aug 2008 12:42:59 GMT
View Forum Message <> Reply to Message

thanks for your respond

Subject: Re: Vector Error
Posted by mr_ped on Wed, 13 Aug 2008 13:04:36 GMT
View Forum Message <> Reply to Message

BTW, String is moveable itself, so if your struct is just as you posted it here, you can declare it moveable too by:

struct HiddenTag : Moveable<HiddenTag>
{
  String name;
  String value;
};

But keep thinking about the moveable property whenever you add new thing to that structure.

I did want to give you also some link with information which basic UPP types are (not) moveable, but I don't see anything like that in documentation, just generic moveable concept description, and from some examples it is obvious the "UPP::String" *is* moveable too, so kodos gave you pretty much all reasonable documentation which is available.

But I think this area should be expanded and improved in documentation. Some simple table with moveable yes/no of Core UPP classes may be helpful. (looking at Mirek)

Subject: Re: Vector Error
Posted by mrjt on Wed, 13 Aug 2008 14:19:14 GMT
View Forum Message <> Reply to Message

Whats wrong with Ctrl-Q, type "String", hit return, Select ::String. You don't even have to open the file! Looking at the source is almost always the easiest way to find something out (one of the reasons I like Upp so much actually).

And as far as I can tell, every class that you could conceivably need to be Moveable is, with the obvious exception of Ctrl derived classes.

And just for completeness: Only Vector requires Moveable, Array does not.

Subject: Re: Vector Error
Posted by captainc on Wed, 13 Aug 2008 15:56:16 GMT
View Forum Message <> Reply to Message

Quote:But I think this area should be expanded and improved in documentation. Some simple table with moveable yes/no of Core UPP classes may be helpful. (looking at Mirek Smile)
Quote:Looking at the source is almost always the easiest way to find something out (one of the reasons I like Upp so much actually).

Reading the source code is definitely the best; and for source code, it is very readable (props to the U++ developers). But since there are no comments in the source, the reasoning/purpose behind the code is not readily apparent. This is why I feel that the documentation is crucial for the advance of U++. Documentation needs to be pulled together centrally. How about we start a documentation team? Assign some tasking and take a more structured approach to it...

Subject: Re: Vector Error
Posted by mr_ped on Wed, 13 Aug 2008 17:59:04 GMT
View Forum Message <> Reply to Message

Well, some year ago I did start to try always look first at "Manual" web whenever I hit some problem, and quite often it *does* help.
Of course when Manual fails, I end up reading sources, but I think new "alien" (to somebody who moves from other toolkits... heck, even from other languages) concepts like "moveable" should be backed up very well by manual too, not just by comment-less source code.

I think there still can be done lot of work on structure, also a feedback from new U++ users would be invaluable too, as I think nobody who's using U++ over year can catch some obvious problems with documentation.

And if somebody really want to, he can work on docs too (like captainc work on SQL recently), there's also wiki for collaboration and the forum has category for both web issues and/or PR/documentation to discuss these things.

I mean, what can really move these things forward is the actual WORK on docs/discussion, the opportunities, while maybe not ideal, do exist. (and so far I'm failing to deliver anything and I don't think I will improve in this anytime soon, I have always "more important" things to do :/.)

Subject: Re: Vector Error
Posted by mirek on Wed, 13 Aug 2008 18:12:20 GMT
View Forum Message <> Reply to Message

captainc wrote on Wed, 13 August 2008 11:56This is why I feel that the documentation is crucial for the advance of U++. Documentation needs to be pulled together centrally. How about we start a documentation team? Assign some tasking and take a more structured approach to it...

I feel the same. Working on it.

Mirek

Subject: Re: Vector Error
Posted by TeCNoYoTTa on Wed, 13 Aug 2008 19:29:32 GMT
View Forum Message <> Reply to Message

i want to help in documentation but the problem is that i don't have good experience

---

Subject: Re: Vector Error
Posted by Mindtraveller on Thu, 14 Aug 2008 07:19:43 GMT
View Forum Message <> Reply to Message

I want to help with docs too.

Subject: Re: Vector Error
Posted by mr_ped on Thu, 14 Aug 2008 07:32:33 GMT

TeCNoYoTTa wrote on Wed, 13 August 2008 21:29i want to help in documentation but the problem is that i don't have good experience

Than you are the right man to point us in direction what is not documented well for inexperienced users.

Subject: Re: Vector Error
Posted by captainc on Thu, 14 Aug 2008 14:39:37 GMT

Seems like we have interest in documentation. All we need is a list of topic to write to act as a guide. Just a simple task list that we can check off one by one. Whoever is free to write documentation for an item would be able to do so. A short starter list would be great for now. We don't need too much organization, just a way to keep track of the docs. Maybe a documentation specific svn repo? Finalized documentation can be merged into packages when ready...

Subject: Re: Vector Error
Posted by mirek on Thu, 14 Aug 2008 16:03:12 GMT

captainc wrote on Thu, 14 August 2008 10:39
We don't need too much organization, just a way to keep track of the docs. Maybe a documentation specific svn repo? Finalized documentation can be merged into packages when ready...

As I said, working on it.

I have considered various approaches (really many of them).

Anyway, for now the best concept seems to simply keep everything in single svn repo and roll out a system of user rights to allow write access to topic++ folders.

Also, I am afraid we will have to fix T++ format (and handling) to be more svn friendly - now it is zlib compressed ready for #inclusion into C++, we should make this optional IMO and keep it as QTF text.

Mirek