Subject: Problem when growing a vector
Posted by NeilMonday on Thu, 06 Mar 2014 16:10:58 GMT
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Hello, I am seeing some behavior that I do not understand when adding to a Vector. I understand that a Vector needs to grow to accommodate new elements. However, it appears that some of my elements are being de-allocated when the Vector grows. Can anyone help me understand why this happens and how I can prevent my elements from being deleted?

Before growing the Vector

After growing the Vector

Subject: Re: Problem when growing a vector
Posted by NeilMonday on Thu, 06 Mar 2014 18:09:06 GMT
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It appears this must just be a bug with the debugger? When I set out[8] and out[13] to a String they set the correct value, but the debugger still shows "FreeFreeFree...". So I guess I will just keep in mind that the debugger values aren't always as they seem.

Subject: Re: Problem when growing a vector
Posted by nlneilson on Thu, 06 Mar 2014 23:56:51 GMT
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NeilMonday wrote on Thu, 06 March 2014 10:09So I guess I will just keep in mind that the debugger values aren't always as they seem.

Good idea as the finished results are what really counts.
Different OSs and computer setups may have problems with the debugger. You can also try print statements in you code.