
Subject: Misssing pick in implementation of AMap<K, T, V>::Put(const K& k, T&& x)
Posted by [busiek](#) on Thu, 29 Sep 2016 12:03:32 GMT

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Noticed missing pick. Simple patch:

```
diff --git a/uppsrc/Core/Map.hpp b/uppsrc/Core/Map.hpp
```

```
index 82877aa..d1b5eb0 100644
```

```
--- a/uppsrc/Core/Map.hpp
```

```
+++ b/uppsrc/Core/Map.hpp
```

```
@@ -465,7 +465,7 @@ int AMap<K, T, V>::Put(const K& k, T&& x)
```

```
{  
    int i = key.Put(k);  
    if(i < value.GetCount())  
-        value[i] = x;  
+        value[i] = pick(x);  
    else {  
        ASSERT(i == value.GetCount());  
        value.Add(pick(x));  
    }  
}
```

Subject: Re: Misssing pick in implementation of AMap<K, T, V>::Put(const K& k,
T&& x)

Posted by [mirek](#) on Fri, 30 Sep 2016 12:46:50 GMT

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Thanks!

Mirek
