
Subject: Pick problems

Posted by [mdelfede](#) on Sat, 23 Jan 2010 09:14:23 GMT

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I get sometimes 'Pick broken semantic' error in my app and, as it is multithreaded, to locate them is becoming a nightmare.

Just today I've got one which I can't locate, and I'm thinking about some way to check if a container get picked just when it is.

So, it would be possible to add to containers a debug function like

```
BreakOnPick(bool brk = true);
```

which, if enabled, would throw a BREAK in debug mode, so the code that breaks pick semantics can be located more easy ?

Another stuff.... IsPicked() is missing from ArrayMap, because it's missing from AIndex template class.

Adding this to it :

```
bool IsPicked(void) const { return key.IsPicked() || hash.IsPicked(); }
```

Solves the issue.

Ciao

Max
