
Subject: std::map not treated properly

Posted by [Bertram Kopf](#) on Wed, 21 Jan 2009 13:51:25 GMT

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Dear all,

I took a brief look over the code and I noticed that the usage of the std::map(s) are partly not treated in a correct way. In particular maps which contains pointers as a key are used without any compare operators.

Here are just two examples:

in recotasks/TrackFitStatTask.cxx: "std::map<CbmMCTrack*,int> mctruthmap;"

in emc/EmcData/PndEmcDigi.cxx: "std::map<PndEmcTwoCoordIndex*, PndEmcXtal*> ..."

In these cases the map uses the actual pointer values for the sorting. This results in a randomly ordered map which is in addition very error prone. It's also not possible to decide that two key pointers containing exactly the same thing are equal.

Therefore I would propose to define a base class/structure as a template which defines such "less" comparisons. In addition each key object has to have a "less" operator.

Best regards,
Bertram.
