

Re: CMap and struct

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- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
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-

Now that's a different question. Since you are storing a structure, you would have to provide your own hashing function. Note the comment "works for most primitive values". Your SDataType is not a primitive value, and consequently this hash function is not sufficient.

joe

On 2 May 2007 21:14:27 -0700, Vahid <vahid.ha@xxxxxxxxxx> wrote:

Thanks for your reply Joseph.

I have already tried a few combinations such as the one you suggested.

Yours will create the following errors:

error C2440: 'type cast' : cannot convert from 'SDataType' to 'DWORD_PTR' (refers to the "return" line in

```
template<class ARG_KEY>
AFX_INLINE UINT AFXAPI HashKey(ARG_KEY key)
{
// default identity hash – works for most primitive values
return (DWORD)(((DWORD_PTR)key)>>4);
}
)
```

plus the following error:

error C2678: binary '==' : no operator found which takes a left-hand operand of type 'const SDataType' (or there is no acceptable conversion)

D:\Program Files\Microsoft Visual Studio .NET 2003\vc7\atlmfc\include\afxtempl.h(1544) : see reference to function template instantiation 'BOOL CompareElements<KEY,SDataType>(const TYPE *,const ARG_TYPE *)' being compiled

with

```
[
KEY=SDataType,
TYPE=SDataType,
```

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```
ARG_TYPE=SDataType  
]
```

referring to

```
template<class TYPE, class ARG_TYPE>  
BOOL AFXAPI CompareElements(const TYPE* pElement1, const ARG_TYPE*  
pElement2)  
{  
    ASSERT(AfxIsValidAddress(pElement1, sizeof(TYPE), FALSE));  
    ASSERT(AfxIsValidAddress(pElement2, sizeof(ARG_TYPE), FALSE));  
  
    return *pElement1 == *pElement2; // this line  
}
```

Joseph M. Newcomer [MVP]
email: newcomer@xxxxxxxxxxxxx
Web: <http://www.flounder.com>
MVP Tips: http://www.flounder.com/mvp_tips.htm