

Ryzom - Feature # 34

Status:	New	Priority:	Normal
Author:	vl	Category:	
Created:	09/03/2008	Assignee:	
Updated:	09/29/2010	Due date:	
Subject:	Remove the HashMapTraits and use a less or hash function if possible		
Description			
<p>Currently, we created Trait classes for hash map like this :</p>			
<pre>// Traits for hash_map using CEntityId struct CUCStringHashMapTraits{ static const size_t bucket_size = 4; static const size_t min_buckets = 8; CUCStringHashMapTraits() { } size_t operator() (const ucstring &id) const { return id.size(); } bool operator() (const ucstring &id1, const ucstring &id2) const { return id1.size() < id2.size(); } };</pre>			
<p>But in fact, it should work by only defining a less() hash() function and in this case we don't have to specify the traits each time we create a hashmap</p>			

History

#1 - 05/11/2009 07:38 pm - sfb

- Category set to Misc
- Target version set to 0.8.0

Setting the target version for this to 0.8.0 - it would be nice to eliminate custom hashers.

#2 - 09/29/2010 09:07 pm - kerval

- Project changed from NeL to Ryzom
- Category deleted (Misc)
- Target version deleted (0.8.0)