

VME Intensity Monitor - Task #11428

Refactor VMEInt::_monitors to use a std::map

01/13/2016 09:48 PM - John Diamond

Status:	Closed	Start date:	01/13/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Controller	Estimated time:	8.00 hours
Target version:		Spent time:	0.00 hour
Description			
It would be a lot easier to manage if the intensity monitor table (VMEInt::_monitors) was implemented with a std::map rather than a std::vector. Replace with a std::map and replace all of the searching code with a direct key look-up in the map.			

History

#1 - 08/03/2016 10:39 AM - Roger Tokarek

- Status changed from New to Closed

Resolved see [#11761](#).