

## VME Intensity Monitor - Task #11428

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

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

<b>Status:</b>	Closed	<b>Start date:</b>	01/13/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Controller	<b>Estimated time:</b>	8.00 hours
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
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](#).