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Subject: Preferred way to access VectorMap  
Posted by [forlano](#) on Sun, 01 Jan 2012 14:36:49 GMT  
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Hello,

I have a  
VectorMap<int, myclass> V;

I can retrieve the values of V with:

1) V[i].myclass\_method...

2) myclass& a = V.Get(i);  
a.myclass\_method...

Which is the preferred way? Which is the faster?

Thanks,  
Luigi

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