
Subject: Re: Preferred way to access VectorMap
Posted by [forlano](#) on Sun, 01 Jan 2012 17:47:38 GMT
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dolik.rce wrote on Sun, 01 January 2012 17:57Hi Luigi,

First of all, beware that each of those two methods does something else:

```
VectorMap<K = int,T = myclass> {  
    T&    Get(const K& k)          { return value[Find(k)]; }  
    T&    operator[](int i)        { return value[i]; }  
}
```

Hi Honza,

Thank you for the info.

You are right about the warning and the differences. However in my case I forced the key 'i' to be in the same place of [i]. But in principle this is not the case.

So I am going to use the reference

Best Wishes,
Luigi
