
Subject: Re: Question / Issue about Vector

Posted by [mr_ped](#) on Tue, 20 Nov 2007 08:45:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

One ugly quick hack is to allocate bytes (as base class) in Vector, always reserve +15 bytes in total, and use (pointer to 15th element) & (~15) to get aligned start of memory.

But in such case I would probably prefer to not use UPP::Vector at all, and use only new/delete and fixed size ubyte array.

Maybe Mirek will have some more "proper" idea how to make Vector allocation aligned.
