Subject: Re: Using Vector::At doesn't initialize implicit types
Posted by mr_ped on Tue, 29 Jul 2008 08:52:06 GMT
View Forum Message <> Reply to Message

At(index, init_value);

edit:
BTW, I like current behavior.
The uninitialized memory bugs don't happen to me anymore (unit testing + valgrind), and for performance reasons the current behavior of At is better for me.