
Subject: Re: Using Vector::At doesn't initialize implicit types

Posted by [mr_ped](#) on Tue, 29 Jul 2008 08:52:06 GMT

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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.
