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

Posted by [cbpporter](#) on Tue, 29 Jul 2008 09:10:00 GMT

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Yes, using that At works if you want to initialize it there.

I was talking about the way user defined classes get their default constructor called, while implicit types get left initialized.

It should be more uniform.

And since user types do get their constructor called, I don't think there is any performance difference between what I'm proposing and the current situation.

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