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

Posted by [cbppporter](#) on Tue, 29 Jul 2008 14:03:09 GMT

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Well I guess we can leave it as is for performance reasons, but then we should add an entry to "U++ traps and pitfalls". This behavior should be documented somewhere, made very clear especially for pointers. Using pointers in Vector is not that common, so when you start using them it can be a nasty surprise that the values are not null checkable.

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