
Subject: Re: Vector::SetCount()
Posted by [mirek](#) on Wed, 12 Nov 2008 21:09:39 GMT
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Are you sure? Do not see anything like that in the code:

```
template <class T>
void Vector<T>::Trim(int n)
{
    ASSERT(n >= 0 && n <= items);
    DestroyArray(vector + n, vector + items);
    items = n;
}

template <class T>
void Vector<T>::SetCount(int n) {
    Chk();
    ASSERT(n >= 0);
    if(n == items) return;
    if(n < items)
        Trim(n);
    else {
        if(n > alloc) ReAllocF(n);
        ConstructArray(vector + items, vector + n);
        items = n;
    }
}
```