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Subject: Re: Proposal on \*Index: access via hash value  
Posted by [Mindtraveller](#) on Tue, 31 Mar 2009 18:17:33 GMT  
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mrjt, yes, I do have very close situation.

UPD: Finally U++ forced me to switch back to VectorMap. It seems like Index is not designed for such cases (but these cases happen very often IMO). Two big drawbacks:

- 1) Unable to find element by hash
  - 2) Unable to change element, due to I have only (const T &) in return. But this seems too strict. Changing the object doesn't necessary change it's hash value. This approach forces one to declare all members as mutable.
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