Subject: Proposal: add Vector::InsertPick(int i, pick_ T&)
Posted by Mindtraveller on Fri, 08 May 2009 07:48:49 GMT

Let`s imagine we have some Moveable class M. And we make it`s vector with Vector<M>. So it is possible to use it without any additional constructors if we add new items with Vector<M>::AddPick. But when we need to add something somewhere inside vector and try to call Vector<M>::Insert, compiler requires M to have deep copy ctor. Actually it is not really necessary to have deep copy in this case, as picking would be sufficient. Isn`t it? So I propose adding InsertPick(int i, pick_ T&).