
Subject: Re: Proposal: add Vector::InsertPick(int i, pick_ T&)

Posted by [mrjt](#) on Fri, 08 May 2009 08:07:32 GMT

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Well, perhaps it should be added for symmetry, but doesn't this:

```
Vector<M> v;
```

```
M a;
```

```
..
```

```
v.Insert(0) = a;
```

Do exactly the same thing?
