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

Posted by [Mindtraveller](#) on Fri, 08 May 2009 08:30:29 GMT

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Actually it doesn't. Differences are:

- you require M to have default constructor, which is not strong requirement for Vector element
- you have one redundant call (ctor and operator= instead of ctor), which sometimes is crucial (picking was made for efficiency, right?)

And IMO this code is little bit less clear than plain `v.InsertPick(a)`.
