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Subject: Re: Proposal: add Vector::InsertPick(int i, pick\_ T&)

Posted by [mirek](#) on Fri, 08 May 2009 19:21:30 GMT

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Mindtraveller wrote on Fri, 08 May 2009 04:30 Actually it doesn't. Differences are:

- you require M to have default constructor, which is not strong requirement for Vector element

Does it?

Quote:

- 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)`.

While I can agree with symmetry point and clarity issue, I do not see how adding `InsertPick` should solve above problem.

Maybe you can rewrite `mrjt`'s example with `InsertPick`?

Mirek

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