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

Posted by [mirek](#) on Sat, 09 May 2009 07:06:51 GMT

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This should do the trick:

```
template <class T>
void Vector<T>::InsertPick(int i, pick_ T& x)
{
    if(!count) return;
    ASSERT(&x < vector || &x > vector + items);
    RawInsert(q, count);
    ::new(vector[q]) T(x);
}
```

```
template <class T>
void Array<T>::InsertPick(int i, pick_ T& x)
{
    vector.InsertN(i, 1);
    vector[i] = new T(x);
}
```

Mirek
