
Subject: Re: Are there any plans supporting Vector/Array/Map::operator[] during debug?

Posted by [mr_ped](#) on Sun, 10 May 2009 09:49:19 GMT

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If the [] operator is const, it should not change anything internally, i.e. if the whole chain of such needed functions are const, you are quite safe to use such hack.

Although I have a *feeling* (didn't even think about it) this may be hard to write, hard to maintain and hard to make crossplatform.

Maybe Mirek will come with better (edit: I meant more like "simpler") hack, after all as long as we are speaking about built in NTL classes, nobody knows them better then him.
