
Subject: FEATURE: T* ArrayIndex::Detach(int i) AND mini fix
Posted by [kohait00](#) on Thu, 22 Apr 2010 09:06:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

the Detach function available in Array:: and ArrayMap (recently added) should be added to ArrayIndex as well, right?

Index.h:229 should be added sth like

```
T      *PopDetach()          { B::hash.Drop(1); return B::key.PopDetach(); }  
T      *Detach(int i)        { B::hash.Remove(i); return B::key.Detach(i); }
```

and a mini fix: (maybe forgotten? standard param)

Index.h:52 should be

```
void Drop(int n = 1);
```
