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Subject: Re: what about VectorBiMap / ArrayBiMap ?  
Posted by [Mindtraveller](#) on Fri, 30 Apr 2010 11:13:10 GMT  
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Over three years of using U++ containers approved them to be extremely quick and easy to use. Everything you put into `****Map`, is searched with hash, which is extremely fast even for large number of records.

The only thing which IMO is needed is Index "const hash/key" flavour which means that container element doesn't change it's internal state far enough to change it's hash value. This flavour should make possible to return `(T &)` from `operator[]`, not `(const T &)`.

Above this thing, U++ containers are far more comfortable and fast than any STL.

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