Subject: Re: what about VectorBiMap / ArrayBiMap ?
Posted by kohait00 on Mon, 03 May 2010 20:37:11 GMT

hi mirek

thanks for the advice, its the fastest solution anyway, but thats exactly what i wanted to avoid
i'd prefer a monolithic solution, more of the kind of AMap or AIndex.. to have a template for later..

i'll try and if it makes sense, i might post it here.

BTW: is there a possibility in the containers to restrict the hash colision avoidance, something like
make an ASSERT if next element would add or sth?. one could check it for one's self, but to have
a container setup up like "you only accept one of them" is pretty fine.