
Subject: Re: what about VectorBiMap / ArrayBiMap ?
Posted by [kohait00](#) on Thu, 06 May 2010 18:38:40 GMT
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sorry, i try to make it more clear..

in containers, by default, it is possible adding another element with same hash. this is called hash collision, because normaly a hash value should map to exactly one counterpart.

is there a possib in the containers internally, to restrict such behaviour besides manually checking before adding another element?

i know of FindAdd, but this handles it kind of differently..