
Subject: Re: Wrong(?) ASSERT in Vector<>::Insert()
Posted by [kohait00](#) on Fri, 06 Aug 2010 18:51:17 GMT
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maybe because the adding of another element could lead to destroying (remember Moveable<>) the underlying vector space, (of which your first element is part of and render your reference to the first element invalid) and you would use an invalid source element reference for making the deep copy.

array flavor shouldnt have this problem i think.

correct me if i'm wrong..
