
Subject: Re: Arrys vs Vectors

Posted by [kohait00](#) on Tue, 21 Dec 2010 10:51:31 GMT

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for inspecting you could use a debugger function, that simply 'reads' the references

```
void ContInspector(const Vector<MyType>& v)
{
    for(int i = 0; i<v.GetCount(); i++)
    {
        const MyType& t = v[i];
        int d = 0; //dummy, set breakpoint here and inspect t
    }
}
```

what kind of data is the content of the containers?
