i try to avoid inspecting containers where possible and try to check things beforehand.. i'd also prefer to be able to inspect containers. array is IMHO not too hard, one'd need to make the internal Vector<void*> vector a typed vector, Vector<T*>, and have the Vector itself be inspectable, which is the hard part. dont know how and who could realize that.

in case of the crash i cant help much, i had it once, but it disappeared somewhere..and i didnt care much again. sorry.