
Subject: not wanting to pick all members of user type
Posted by [kr8vzn](#) on Tue, 29 Nov 2016 12:29:52 GMT
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Hi,

I have the following

```
struct Test : Moveable<Test>
{
    unsigned u;
    String a;
    String b;
```

```
static unsigned u_counter;
```

```
Test(String s1, String s2 = "") {u = u_counter; u_counter++; a = s1; b = s2;};
Test() {u = 0;};
}
```

```
unsigned Test::u_counter = 1;
```

```
CONSOLE_APP_MAIN
```

```
{
    Index<Test> test;
    test.Add(Test("one"));
```

```
test.Set(0,Test("one+","plus")); // I would like to change value of test.a and test.b but not test.u
}
```

How can I change just the required values in test with new ones?