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Subject: Inconsistency between Vector and Index  
Posted by [Novo](#) on Tue, 23 Jul 2019 01:34:44 GMT

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```
Vector<int> vi = {1, 2, 3};  
Vector<Vector<int>> vvi;  
Index<Vector<int>> ivi;  
vvi.Add(vi); // clones vi.  
ivi.Add(vi); // fails to compile
```

Vector::Add implicitly clones its argument. This is what Index::Add used to do in the past. New Index will now ask you what exactly you want to do with the argument (pick or clone). IMHO, this is inconsistent. IMHO, nothing is supposed to be "secretly" cloned behind the scene. I would say that current behavior of Vector::Add is incorrect.

Just my two cents.

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