
Subject: Re: Inconsistency between Vector and Index

Posted by [Novo](#) on Wed, 24 Jul 2019 03:20:54 GMT

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mirek wrote on Tue, 23 July 2019 03:21 You are right, fixed.
Thanks!

It looks like the issue is still not fixed completely because `GrowAdd(const T& x)` still calls `clone(x)`.
Also, `Array::Add(const T& x)` still makes a clone.
`Vector::Insert(int i, const T& x)` also makes a clone.

IMHO, this issue with clone is a fundamental change of a design. It is, probably, easier to change Index to make clone instead.

Changing semantics of `XXX(const T& x)` calls will break a lot of code.

It is up to you to decide how it will work in the future.
