
Subject: Re: Implementation of Vector::Add()
Posted by [Novo](#) on Fri, 09 Aug 2019 17:06:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Fri, 09 August 2019 02:50 That AFAIK requires that T has defined move constructor. Add() only requires default constructor.

Mirek

You are right. I missed this point.
