Subject: AMap::Trim(int n)
Posted by Novo on Wed, 04 Dec 2019 16:09:13 GMT
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Is it possible to change implementation of AMap::Trim?

```
-       void     Trim(int n)                    { key.Trim(n); value.SetCount(n); }
+        void     Trim(int n)                     { key.Trim(n); value.Trim(n); }
```

Trim (unlike SetCount) doesn't require default constructor.

TIA