
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
