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Subject: Vector initialization

Posted by [koldo](#) on Wed, 19 Aug 2020 07:40:52 GMT

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Now

```
Vector<bool> v(n, false); // Error. Calls to Vector(int n, const T& init)
```

but

```
Vector<bool> v;
```

```
v.SetCount(n, false); // OK. Calls to void SetCount(int n, const T& init)
```

Could it be possible to modify Vector constructor to avoid this error?

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