
Subject: Re: Vector of Vector

Posted by [mirek](#) on Wed, 25 Oct 2006 23:35:31 GMT

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This is not very effective way to do it (in fact, it is as slow as STL . Much better is to create it "in-place":

```
Vector< Vector<int> > x;  
Vector<int>& n = x.Add();  
n.Add(1);  
....
```

Alternatively, you can use AddPick - that one would destroy source Vector avoiding the copy.

Mirek
