
Subject: Re: Deriving from Vector<>

Posted by [victorb](#) on Sat, 03 Mar 2007 19:37:46 GMT

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I have found something working

```
IntVector(const IntVector &src, int) {  
    ::new IntVector;  
    for (int i = 0; i < src.GetCount(); i++)  
        At(i) = src[i];  
    name = src.name;  
    Cout() << "DCC\n";  
}
```

I would need to add some check in order to make sure that src is not picked...
But really there should be a nicer solution.
