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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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**Subject:** Re: Vector initialization

Posted by [mirek](#) on Wed, 19 Aug 2020 08:47:02 GMT

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Fixed in trunk.

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**Subject:** Re: Vector initialization

Posted by [koldo](#) on Wed, 19 Aug 2020 12:29:40 GMT

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Cool. Thank you Mirek.

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