

---

Subject: Vector initialization

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

[View Forum Message](#) <> [Reply to Message](#)

---

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?

---

---

Subject: Re: Vector initialization

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

[View Forum Message](#) <> [Reply to Message](#)

---

Fixed in trunk.

---

---

Subject: Re: Vector initialization

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

[View Forum Message](#) <> [Reply to Message](#)

---

Cool. Thank you Mirek.

---