Hi,

I have the following

```
struct Test : Moveable<Test>
{
unsigned u;
String a;
String b;

static unsigned u_counter;

Test(String s1, String s2 = "") {u = u_counter; u_counter++; a = s1; b = s2;};
Test() {u = 0;};
}

unsigned Test::u_counter = 1;

CONSOLE_APP_MAIN
{
Index<Test> test;
test.Add(Test("one"));

test.Set(0,Test("one+","plus")); // I would like to change value of test.a and test.b but not test.u
}
```

How can I change just the required values in test with new ones?