

U++ - Feature #447
Consider explicit constructors of AIndex, AMap....

02/26/2013 12:42 PM - Miroslav Fidler

Status:	Approved	Start date:	02/26/2013
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
to avoid this messy situation:			
VectorMap<Foo, Bar> h;			
const Index<Foo>& x = h.GetKeys();			
(converts through Index constructor here).			

History

#1 - 02/26/2013 08:09 PM - Miroslav Fidler

- Status changed from New to Approved