
Subject: Re: [PROPOSAL]: VarArgs class for U++ (va_ macros replacement, in U++ stlye)

Posted by [Novo](#) on Sun, 21 Feb 2016 15:11:36 GMT

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Hi Oblivion,

You've added virtual destructor, which is IMHO not necessary. It will just add an extra pointer to your data structure.

I'm just curious, why you cannot use plain `Vector<Any>`?
