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

Posted by [Novo](#) on Thu, 25 Feb 2016 04:10:35 GMT

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Oblivion wrote on Sun, 21 February 2016 15:34

3) I don't quite understand this one. While VarArgs is technically a container (I defined it as such in the description, I know), it isn't per se. It is supposed to be a convenience class with vector-like interface.

I wanted to say that interface of Vector is very simple and standard. There is nothing unusual and hard to understand about it. Design of Index and ArrayIndex is somewhat unusual.

IMHO, nobody should have problems using plain Vector.
