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

Posted by [Oblivion](#) on Thu, 25 Feb 2016 20:35:43 GMT

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mirek wrote on Mon, 22 February 2016 21:34

IMO Value makes better alternative if 'args' are concretes.

If not, C++11 parameter packs would probably be better. Or sometimes tuples.

Hello Mirek,

Yes it certainly would be better in that case. But main focus of this class is on mutable pointers, and references. As I mentioned above, I actually decoupled it from the simple synchronization tool I wrote, where async jobs (methods with variable arguments) are queued to be executed later. It works well there.

Anyway, I am going to mark this proposal as rejected, for it now seems to me a bad idea to generalize this type of argument passing.

Quote: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.

Hello Novo,

Ah, I see. I got your point now. Thanks!

Regards,

Oblivion.
