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

Posted by [mirek](#) on Fri, 26 Feb 2016 10:10:32 GMT

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Oblivion wrote on Thu, 25 February 2016 21:35mirek 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.

Ah, sorry, I might have been confused by the example, which is only using concretes.

I will reinvestigate with that in mind...

Mirek
