
Subject: Fixes to Array::Create & Vector::Create
Posted by [Novo](#) on Fri, 15 Dec 2017 02:46:27 GMT

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Hi Mirek,

Could you please change methods Array::Create & Vector::Create to make them look like below?

```
template<class TT, class... Args>  
TT& Create(Args&&... args)      { TT *q = new TT(pick(args)...); Add(q); return *q; }
```

```
template <class... Args>  
T&    Create(Args&&... args)  { if(items >= alloc) GrowF(); return *(:new(Rdd()  
T(pick(args)...)); }
```

This shouldn't break anything, and as a bonus this should allow to pass arguments by reference in case they do not have a copy constructor, what is quite common with Upp.

Regards,
