
Subject: Re: Fixes to Array::Create & Vector::Create

Posted by [mirek](#) on Fri, 15 Dec 2017 08:10:28 GMT

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Novo wrote on Fri, 15 December 2017 03:46Hi 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,

Just changing them to r-value would potentially break a lot. However, I am trying to add them as overload.
