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

Posted by [mirek](#) on Fri, 15 Dec 2017 08:28:33 GMT

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