
Subject: Re: Fixes to Array::Create & Vector::Create
Posted by [mirek](#) on Fri, 15 Dec 2017 08:44:53 GMT
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Unfortunately, this seems not to work:

```
struct Test {  
    Vector<int> a;  
    int      b;  
  
    Test(Vector<int>&& a, int b) : a(pick(a)), b(b) {}  
};
```

```
CONSOLE_APP_MAIN  
{  
    Array<Test> h;  
    Vector<int> v;  
    v.Add(12);  
    h.Create<Test>(v, 22);  
    DDUMP(v.GetCount());  
    h.Create<Test>(pick(v), 22);  
    DDUMP(v.GetCount());  
}
```

Here, I would expect const Args& for the first 'Create' and && for the second one.

For some reason, both end in && overload (I am really not sure why, IMO they should not, but they do with both MSC and GCC).

So unfortunately, to stay safe, I am going to rollback this feature. This has really trivial workaround (default constructor + Set method).

Mirek
