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Subject: Re: get\_i

Posted by [mirek](#) on Wed, 17 Jun 2020 19:03:19 GMT

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Novo wrote on Wed, 17 June 2020 19:14: Another fix to avoid extra-copying ...

```
template <class I, class V>
```

```
void iter_set(I& t, V&& v)
```

```
{
    *t = std::forward<V>(v);
}
```

```
template <class I, class V, typename... Args>
```

```
void iter_set(I& t, V&& v, Args&& ...args)
```

```
{
    *t++ = std::forward<V>(v);
    iter_set(t, std::forward<Args>(args)...);
}
```

```
template <class C, typename... Args>
```

```
C gather(Args&& ...args)
```

```
{
    C x;
    x.SetCount(sizeof...(args));
    auto iter = x.Begin();
    iter_set(iter, std::forward<Args>(args)...);
    return x;
}
```

Thanks. Trunk version are a bit different now, can you review?

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