Subject: Re: [feature] Blitz gratiously handling problems
Posted by Novo on Mon, 02 Jul 2007 19:47:08 GMT

luzr wrote on Mon, 02 July 2007 02:44
Note that I generally have ambivalent feelings about boost. I recognize it as high-profile C++
project, but at the same time I think that the STL and C++ standard library design is dead wrong...

For some strange reason the rest of the world is thinking differently

STL is quite simple and sometimes not perfect (who is perfect)
BOOST has not too much in common with STL.

The idea of doing everything by yourself is approving but it leads you to a dead end. Of course,
you will improve your skills as a developer, but I do not want upp to finish his life as a project I've
been using previously (http://codeworker.free.fr/)

Sorry for the offtopic.