
Subject: Re: Porting a Delphi Application
Posted by [mirek](#) on Mon, 17 Sep 2007 20:34:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh, no, if you want to follow U++ approach, there is nothing wrong with pointing to things.

What we try to avoid is to use pointers to manage resources.

Your use of pointer here is definitely OK and optimal solution.

BTW, before you will reach that point, drawing primitives in U++ are intentionally very dumb.
There is no bezier

Mirek
