Subject: Re: Core chat...
Posted by mirek on Thu, 25 Oct 2007 19:33:26 GMT

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mdelfede wrote on Thu, 25 October 2007 13:52luzr wrote on Thu, 25 October 2007 18:02

OK. I like diggin' in this stuff.

Uhmmm... what about if I try to reimplement your Vector<> class as a refcounted one ?
The comparaison would be quite fair, then. I looked at my old Array<> class and it was really unoptimized stuff.

You can try. However, long time ago, such class template was part of U++. But there was no use for it. "pick" is confusing at first, but quite powerful concept.

Mirek