
Subject: Re: Core chat...

Posted by [mirek](#) on Fri, 26 Oct 2007 07:36:07 GMT

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mdelfede wrote on Thu, 25 October 2007 17:47

Quote:

Sure. Anyway, the real point of pick is here:

```
Array<Ctrl> CreateWidgets()
{
    Array<Ctrl> x;
    ...
    return x;
}
```

uh ? My Array class behaves exactly as yours, here...

```
Array<Ctrl> CreateWidgets()
{
    Array<Ctrl> x; <== here, a single reference to memory object
    ...
    return x; <== here, for a while, 2 references to THE SAME memory object
}
```

ctrls = CreateWidgets() <== here, the first reference is destroyed, leaving a single reference in ctrls

In your pick_ behaviour, you have a single reference ever to a single memory object. In my case, I have just for a while 2 references to a single memory object, then the first one is released leaving the same result as yours.

Max

Sure. But then, what now:

```
ctrls[10].Create<Button>()
```

(To make me more clear, "COPY" of the "COPY ON WRITE" is impossible...)

Mirek
