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Subject: Re: Core chat...

Posted by [mdelfede](#) on Fri, 26 Oct 2007 12:18:05 GMT

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Well, well... I give up !

I still think that refcounted array are very useful somewhere, but in case of widget arrays, they aren't.

And I still think that is better to have code that corrects your mistakes (refcounted...) OR displays your errors (pick\_).

Going back to At() behaviour, that is one thing I really don't like!

BTW, I still don't see the point of

```
a.At(10) = aString;
```

on an empty array... What does a[2] becomes, for example ?

Empty string ? null object ? a default one ? Does At(n) initialize the n previous elements if the array was empty ?

Ciao

Max

p.s. Did you have time to give a look at OpenGL bug, or should I look at it ?

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