Subject: Re: Core chat...
Posted by mirek on Fri, 26 Oct 2007 20:09:55 GMT

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mdelfede wrote on Fri, 26 October 2007 08:18Well, 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 ?

Yes, it initializes non-existing elements to default value (String()). Also, there is another 2 parameter version that provides the intialization value.

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

I am sorry, I am not in Linux yet. Right now I am working hard to make U++ look even more native in Vista (and you need to be tough to use Vista for so long . In fact, this effort will provide more native Linux look too (the problem to solve is the visual appearence of DropList and DropChoice), so that will be the natural follow-up project.

Mirek