
Subject: Re: Core chat...

Posted by [mdelfede](#) on Fri, 26 Oct 2007 21:09:57 GMT

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luzr wrote on Fri, 26 October 2007 22:12

Now I am not quite sure if this is meant as joke or not

(Note that classes like Ctrl derive from NoCopy, which makes it copy constructor private to catch its misuse at compile time).

Well, it was a joke but a working one

Seriously speaking, those are 2 opposite ways of doing the job... pick_ and refcount way, each with its own goods and bads.

It would be obviously impossible to implement your Array as a refcounted one without rewriting 50% of upp code, I guess.

Comparing things, you're catching as runtime errors the assignments to picked arrays and as compile errors the copy of Ctrl objects. With refcounted, I'd catch as runtime errors the copy of Ctrl's objects and I'd have no picked problems... at a small expense of code speed. Personally I'd prefer the refcounted way *if* c++ had a way to distinguish between lvalue and rvalue on [] operator. Being (for now) the opposite, your way may be better.

Ciao

Max
