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Subject: Re: Core chat...

Posted by [mirek](#) on Fri, 26 Oct 2007 21:55:23 GMT

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mdelfede wrote on Fri, 26 October 2007 17:09 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.

Well, the expense is a little bit bigger than "small" too...

Reference counting means atomic increments and decrements with unstable conditions. These are very expensive to be called for each mutating operation...

Mirek

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