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Subject: Re: Core chat...

Posted by [mdelfede](#) on Sat, 27 Oct 2007 11:06:35 GMT

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luzr wrote on Sat, 27 October 2007 11:16

So do I, but I have already measured it

And, BTW, better benchmark against Vector...

(BTW2, Array does not have that At or Add reference problem - it never invalidates references).

So I suppose your Array class is built on top of a sort of linked list... not a contiguous area, right ?

Ciao

Max

p.s.: just a small question about object ownership...

When you write

```
a.Add(aControl);
```

Who has the ownership of aControl ? Array a[] or who created aControl ?

In former case this :

```
OpenGLExample aControl;
```

```
a.Add(aControl);
```

Should be wrong; in the latter case this :

```
a.Create<OpenGLExample>();
```

should be wrong. As you did show the latter example on this thread, I suppose a[] has the ownership...

Ciao

Max

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