
Subject: Re: Core chat...

Posted by [mirek](#) on Sat, 27 Oct 2007 12:50:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

mdelfede wrote on Sat, 27 October 2007 07:06luzr 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 ?

Basically *implemented* as Vector<T*>...

Quote:

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 ?

Very well, getting to the real issues

If aControl is an instance of widget, such statement is simply impossible (because it requires some form of copy, which Ctrl lacks).

Quote:

In former case this :

```
OpenGLExample aControl;
```

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

Should be wrong; in the latter case this :

Yes. You cannot copy widgets.

Quote:

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

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

Yes, although the whole idea of "ownership" is a little bit moot here. The widget is simply an element of the container, the "ownership" issue is simple and obvious...

Mirek
