cbpportersuch applications sometimes have the bad habit of hanging for 2-3 seconds when a garbage collection cycle starts This is totally unacceptable for a great number of applications including industrial automation, net exchange, multimedia, device i/o, games, etc.

luzrU++ is about twice as fast as D, with shorter code Oops... with these calculations and 2-3 sec uncontrollable delays... just forgetting about D

Any more alternatives to discuss?