cbpporterThey are by far not uncontrolable, and only happen in some apps.OK, as a developer who likes D programming paradigm, and who wants writing efficient applications, I will consider changing language to D if
1) There`s a simple way to guarantee no hangups at all.
2) My .exe will be <10%-15% slower than corresponding C++ code in any case.

These are critical conditions. Can D, or any other alternative fit?

P.S. luzr, I just thought that D and U++ comparison is not quite honest. It would be better to compare internal language features of D and C++. According to the tests described in D site (I looked at them as you recommended), D is no slower than C++ (at least in some cases?). So porting the U++ classes and algorithms to D, adopting them for D specifics could make U+D (U++ for D) as fast as original U++. It`s just a theory, of course.