Actually, I rather like C++ as it is, too.

But then, after having worked with it for so many years, I'm maybe rather comfortable with it, enough to make it do pretty much whatever I want.

I don't want a language that coddles me (by trying to prevent me from doing something dumb), but I also don't want to deal with machine-code. I want something that can scale, but let me deal with the bit-twiddling details if necessary. C++ provides all of this for me.

And, most of the time, if I've found my application is starting to look a little wordy, it's probably because of a bad design.

This isn't to say that I'm not intrigued by some of the other developments I've heard about in C++0x and others, but I'm happy with C++ as it is.

C++0x, if I recall, is really an attempt to make the language easier to handle for folks new to the language. As such, at this point in my life, I have no need for it.

I haven't really looked deeply into D, so I can't really comment on it, except to say that I haven't met a lot of people who know how to program in D, so commercial projects written in D would require a very special person to maintain it, which could drive up costs. I might consider writing fun stuff with D, but until the language becomes more mainstream, I'd hesitate to use it for work that provides me with a paycheck.