Subject: ESC_STRING and other questions
Posted by Shire on Sat, 15 Mar 2008 09:37:12 GMT
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Is reasonable to add ESC_STRING (internally WString) type? Now strings are represented as arrays of ESC_NUMBER values, with large overhead and collisions when typecasting to StdValue.
Separate string type can faster execution. Strings can declare all array operations and explicit convertions to/from arrays.
Also, I think, that ESC_MAP's keys can be strictly ESC_STRING or ESC_NUMBER - other types have questionable usability. Key type is possible to detect at definition time.
I also think, that file operations in Standarrd library are unsafe. Would you separate them?
And the last question, will U++ team continue development of Esc?Esc language is very good to understandinh and embedding in application. Additionally, it fully open and compatible with UPP.