
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 conversions 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 Standard library are unsafe. Would you separate them?

And the last question, will U++ team continue development of Esc?Esc language is very good to understand and embedding in application. Additionally, it fully open and compatible with UPP.
