Subject: Re: MultiList

Posted by mrjt on Wed, 21 May 2008 16:28:37 GMT

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There's no reason why not (except for the DropInsert function that take a ColumnList parameter, but that's easily removed). The extra features are implemented by switch statements in various places, so 99% of the code is the same and the performance hit should be negligible.

Actually, there is one other thing that could perhaps cause a problem. A ColumnList inheriting from MultiList should probably overload Get/SetData so as not to change serialization.