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Subject: Re: #include "\_uses\_.h"

Posted by [mirek](#) on Tue, 19 Aug 2008 10:00:50 GMT

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cbpporter wrote on Tue, 19 August 2008 04:48

Quote:

"uneasy" ?

. Care to elaborate?

Well, really I have not problem with other language bindings.

However, I think U++ is very C++. I am not quite sure what will remain if you create bindings for other languages....

Eg, I think destructors are THE foundation of U++ architecture. Without destructors, everything will have to be complete different.

IMO, of course...

Mirek

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