Subject: Re: Draw::DrawImageOp optimization bug
Posted by mirek on Fri, 28 Nov 2008 13:27:46 GMT

View Forum Message <> Reply to Message

Tom1 wrote on Fri, 28 November 2008 07:54Still off-topic, but even more so: I started writing applications with C++ in 1988 and for years I often ended up with stack overflow whenever I attempted to use local variables from my classes. So, I learned my lesson and started to use pointers and new/delete instead. A lot of time has passed along the way and this problem with local variables and stack overflows may well have disappeared altogether, but I seem to be stuck with my old habits. Well, maybe I will learn over the next decade or so...

// Tom

I can understand that... However, those old habits do separate you from the main advantage of C++/U++ - automated resource management...

Mirek