Subject: Re: Conditional jump or move depends on uninitialised value(s)
Posted by mrjt on Wed, 28 Jan 2009 08:46:47 GMT
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I personally don't think this is a major issue:
1) All Upp 'basic' types (those with public member variables, Point_, Rect_ etc) exibit the same behaviour, so you only have to learn it once.
2) C++ convention is that variables are uninitialised, so you should be aware of the issue already. Buffer<int> x(2000); would be just as uninitialised.

On the other hand, in probably 99.9% of cases initialisation would be safer and come without any practical performance consequences.

Perhaps there is a case for having initialisation on by default, but available to be switched off with a compiler flag for those who really care?