
Subject: Re: string[] causes many overload complaints
Posted by [Mindtraveller](#) on Mon, 02 Mar 2009 08:06:22 GMT
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Strange. Could you please explain how checking negative for unsigned int is better than using signed? As far as I understand, you check one bit? So what makes you think that (i == -1) is quicker than (i & 0x80000000)?
