
Subject: Re: string[] causes many overload complaints

Posted by [mr_ped](#) on Thu, 05 Mar 2009 11:29:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

I can imagine offsets needed, but:

1) I rarely need them

2) they work well even when they are declared as unsigned, and it doesn't hurt my mind to do things like `index += unsigned(-1);`, actually it hurts much less then having to do `NTL[int(unsigned_index)]` every time I have to work with container value.

Quote:Where can you see a problem with that?

It's purely matter of taste?

Except saving 1 compare when boundary checking with unsigned, and having `2*max_range` (both of them I like much more then signed offsets), I don't see any major difference between those two, so I never really bothered and I can see why Mirek insists on his way.

I'm just adding the `int(..)` casting when the compiler yells, for me personally it's not even worth to add unsigned variants into NTL, because I don't run into thing that often.
