Subject: bug in Esc manual page?
Posted by hojtsy on Sat, 01 Apr 2006 12:06:43 GMT
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In Esc manual page there is this line:
s[1, -1] = "xXx"; // s is now "1xXx4"
Is -1 the slice element count here? I supposed that it could only be positive number.
I also think that this other example has some error. How do the interpreter know in the last line that x means var1.x ?

```
var.x = 0;
var.Next = @() { .x++; };
var.Next();          // var.x is now 1
var1.x = 0;
var.Next()! x;          // var1.x is now 1
```

BTW, I tried searching for esc files in the U++ installation, to see some examples, but there seems to be none. Maybe some example files could be put in, to make the syntax and usage more straightforward. How do you use Esc in a C++ application, how are the functions are invoked, and how are the return values retrieved? Is there a connection between Esc and Usc? Usc files seems to have a different syntax than the one desribed for Esc. Is there a manual for Usc?