
Subject: Re: Major Draw refactoring
Posted by [mirek](#) on Fri, 17 Jul 2009 15:43:36 GMT
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Novo wrote on Fri, 17 July 2009 11:24luzr wrote on Fri, 17 July 2009 08:18

If yes, you can use `dynamic_cast<DrawingDraw *>`.

Is it really necessary to use RTTI with UPP? It makes code bigger and used only at very limited number of places in UPP. Avoiding RTTI (and exceptions) would attract small platform users.

Sorry for the offtopic.

RTTI is valid part of C++ standard and while minor feature, it has a nice ability to automatically provide solution to problems similiar to this one.

I do not believe that it makes code **significantly** bigger. There is not that much to store in memory in order to support RTTI (AFAIK).

Mirek
