

```
__LamelPageArray &LamelPageFactory()
{
    static One<__LamelPageArray> pages;

    if(!pages)
        pages = new __LamelPageArray;

    return *pages;
}
```

Why not

```
__LamelPageArray &LamelPageFactory()
{
    static __LamelPageArray pages;
    return pages;
}
```

?

Also, I believe that

```
void CreateClassInstance(One<BaseClass>& x);
```

(Note that you can do `x.Create<DerivedClass>()`)

or even in some cases

```
void CreateClassInstance(Array<BaseClass>& x);
```

is cleaner class factory interface. (But depends on your taste).

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