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Subject: Re: Proposed change to U++ to allow owning children.

Posted by [Lance](#) on Fri, 18 Mar 2011 22:34:35 GMT

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Thank you for the quick reply. The example really amazed me. I guess I mixed Array with Vector. I didn't look into the code, but I guess Array introduced another layer so that like link list/map, etc, it doesn't require objects be stored in adjacent memory locations.

In the link you give to me, only Labels are stored in Array<Label>. But I don't dispute you. I will do a test to put Ctrl objects of different size to an Array<Ctrl>.

If that's the case, the additional costs to maintain dynamic object is not that hefty. But it still didn't solve the problem I raised regarding use cases where frequent insertion and deletion is needed.

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