Subject: Re: Proposed change to U++ to allow owning children.
Posted by mirek on Fri, 18 Mar 2011 22:40:42 GMT

Lance wrote on Fri, 18 March 2011 18:34
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.

If you are concerned about Array::Remove/Insert costs, I believe that can easily work up to 10000 elements without issue.

If you get over that, you are dealing with some very special situation anyway and "owned" flag is not going to help you very much I believe.