Subject: Re: Proposed change to U++ to allow owning children.
Posted by Lance on Sat, 19 Mar 2011 00:30:00 GMT
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Thank you for giving it a try.

I was surprised to know there was actually a speed penalty. Maybe that's because of the for loop. Some really smarter compiler will tranlsate the for loop to movsb, movsw, movsdw, etc, then the for loop will no longer pose a speed penalty.

I was thinking set bit fields will be slower. Maybe just simple put the bitfields in a union and the whole flags field to 0.

Yes, the code will be harder to read and maintain. If somebody accidently add a non-pod data member into the area that's suppose to be POD members, he/she may be surprised.

A similar occasion.
[code]

Then here in the Draw.h

```
class Font : AssignValueTypeNo<Font, FONT_V, Moveable<Font> >{
 union {
  int64 data;
  struct {
   word  face;
   word  flags;
   int16 height;
   int16 width;
  } v;
 };
 ...

 Font()  { data=0; } // that's the whole point why
                     // a union is introduced IMHO
```