mr_ped is absolutely right..

finally, U++ is agressive C++, which avoids speed penalties at any price GC is not available here and we have to deal with objects differently. U++ fundamental design rule (see manual somewhere) is everything belongs somewhere.. so at any time in any point of code you are able to determine what actually is under *your* (current inspected object's) control and responsibility.

if you are on doing python / U++ intefacing (we might join on that, i'm currently preparing/doing it) the only thing usefull for interfacing is U++ Value, as the counterpart to PyObject, since it uses Object counting/referencing internally, without GC though