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Subject: Re: Ptr improve

Posted by [kohait00](#) on Fri, 20 May 2011 09:04:45 GMT

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i am thinking of an addition

```
class A;
```

```
class B : A
```

think of a Shared<B> that can point to same instance, as some Shared<A> do.. so they need to share the refcount.. so which ever of the Shared instances dies last, will destroy the object properly. provided virtual dtor..

thats a current use case for me now..

in C# this is done automatically, since 'object' has got a ref count internally. with this U++ would come very close to that..

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