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Subject: Re: Ptr improve

Posted by [cbpporter](#) on Fri, 20 May 2011 09:51:26 GMT

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AFAIK, C# uses generational garbage collection, not reference counting.

And what we have now with U++ is a lot better than reference counting (except the few cases where we actually use reference counting).

If I understood Mirek correctly, he suggested to directly use one of the smart pointer variants from boost instead of reinventing them in U++ .

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