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Subject: Re: true dynamic dispatching with Upp?  
Posted by [Lance](#) on Wed, 05 Dec 2012 03:43:37 GMT  
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Quote:

It depends on whether the exact type of the Elements that you( or more precisely, your code) receives can be determined at compile time or not. If the answer is yes, template specialization is the fastest way to go.

Sorry, this part is BS. If you would know it at compile time, you could write the matching Editor type directly without using any fancy techniques. So it has to be a run-time decision.

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