Subject: Re: PATCH: Image load progress update
Posted by mirek on Wed, 23 Aug 2006 11:17:16 GMT

View Forum Message <> Reply to Message

P.S.: IsNullInstance is just "implementation" of "IsNull" (IsNull gets there via IsNull template). I have intended that you use

if(IsNull(image))

instead of

if(image.IsNullInstance())

(all in all, you cannot do

int x; if(x.IsNullInstance())

)

BTW, the "Instance" postfix is there because otherwise there is name clash problem in methods od classes that implement IsNull too...

(think

```
struct Foo {
   int x;
   bool IsNull() { return IsNull(x); }
};
```

-> IsNull(x) would be resolved as Foo::IsNull)

Mirek