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Subject: Re: What about LUA plugin?

Posted by [thierry](#) on Sun, 10 Sep 2006 23:10:46 GMT

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Maybe, you miss the point, because your solution forces to modify class C with adding a method C::Xmlize(). This means modifying header file.

And I also meant I wanted to add new streams kind (like ShallowTraceOutputStream, DeepTraceOutputStream or whatever I can imagine, DBstream, or LuaStream).

When doing this I don't want to be intrusive and modify U++ headers, to add String::ShallowTraceOutputStream(), Vector<>::ShallowTraceOutputStream()...

Hence I don't need to modify U++ core with this pattern. The cost is breaking the encapsulation. But shouldn't be too maniac about that, in this case benefits are bigger.

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