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Subject: Re: Overriding Display methods too complicated due to high amount of arguments

Posted by [mirek](#) on Mon, 19 Oct 2020 13:59:10 GMT

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Oblivion wrote on Sun, 18 October 2020 19:16

Copying the value is not always a good idea as it can contain large stuff.

Incorrect, does not depend on how large the stuff is.

You would have to try hard to create Value that is expensive to copy because it is large. In fact, I think it is impossible.

If it fits within 12 bytes, you copy just 16 bytes. If it does not, it is created once and then reference counted. Now reference counting is certainly a bit expensive (but not prohibitively), but definitely does not depend on how large the stuff is... :)

Mirek