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

Posted by [Oblivion](#) on Mon, 19 Oct 2020 14:53:21 GMT

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Quote: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...

Well now, thanks for the correction, this is excellent news.

And now I've looked into the Value API doc, it is indeed pointed out there. :blush: :lol:

Best regards,
Oblivion
