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Subject: Re: make U++ more elegant

Posted by [Novo](#) on Wed, 25 Apr 2007 20:53:08 GMT

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luzr wrote on Wed, 25 April 2007 16:07

AFAIK, intrusive containers are faster / more effective in certain specific scenarios than STL. But that does not make it match U++ Core. In fact, from what I have read, intrusive containers mostly deal with node based elements, however the sole idea of node based containers is faulty. Continuous storage wins.

OK. You convinced me. Actually, I've already read a book, which explains a similar technique. Unfortunately, I haven't had a chance to apply it yet.

Quote:

BTW, U++ Core and NTL relation: In fact, U++ Core was first. NTL was just failed attempt to take a part of U++ Core and make it a library of it own. It was our first attempt to make some code public...

Mirek

As far as NTL is that much better, it worth submitting to Boost. In this case you'll get unlimited advertising for free

I think Boost worth using it. For example you could use Boost.Spirit to parse upp config files instead of manual processing them. Formal parsers let you discover interesting things like one below.

library

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I found it in GridCtrl.upp

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