Subject: Value improvements...
Posted by mirek on Thu, 27 Jul 2006 17:07:48 GMT
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- Instead of external function IsType you can now use method Is:

Value v = 1;
v.Is<int>(); -> true

- Value now supports direct equality comparisons for standard types (and all types that implement it; non-poly-equal rich types have had that without further support already).

Means now you can write

v == 1;

instead (still possible)

(int)v == 1;

Note that this second feature should be considered experimental, heavy C++ overloading is convenient but sometimes tricky...

Mirek

Subject: Re: Value improvements...
Posted by unodgs on Thu, 27 Jul 2006 19:30:13 GMT
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luzr wrote on Thu, 27 July 2006 13:07
Means now you can write
v == 1;

Awesome!