
Subject: RichPickToValue PROPOSAL

Posted by [kohait00](#) on Fri, 22 Oct 2010 07:37:02 GMT

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hi all

there is a RawPickToValue, but no RichPickToValue..
just extended it.. maybe it should complement Value..
it's actually in the very same way as RawPickValue..

Value.h:459

```
RichValueRep()                {}
```

Value.h:484

```
RichValue(Rep *rep) : Value(rep) {}
```

Value.h:502

```
template <class T>
class RichPickValueRep : public RichValueRep<T> {
public:
    RichPickValueRep(pick_ T& _v)    { this->v = _v; }
    RichPickValueRep(const T& _v, int) { this->v <=& _v; }
    RichPickValueRep()                {}
};
```

```
template <class T>
class RichPickValue : public RichValue<T> {
protected:
    typedef RichPickValueRep<T> PickRep;

public:
    RichPickValue(pick_ T& x) : RichValue<T>(new PickRep(x)) {}
    RichPickValue(const T& x, int) : RichValue<T>(new PickRep(x, 0)) {}
};
```

Value.h:522

```
template <class T>
inline Value RichPickToValue(pick_ T& data)    { return RichPickValue<T>(data); }
```

```
template <class T>
```

```
inline Value RichDeepToValue(const T& data)    { return RichPickValue<T>(data, 0); }
```

attached is the prepared Value.h, from current revision

File Attachments

1) [Value.h](#), downloaded 339 times

Subject: Re: RichPickToValue PROPOSAL
Posted by [mirek](#) on Fri, 22 Oct 2010 07:56:45 GMT
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kohait00 wrote on Fri, 22 October 2010 03:37hi all

there is a RawPickToValue, but no RichPickToValue..
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Does not make too much sense, as pick types usually are not (or in fact, should not be) rich....

Subject: Re: RichPickToValue PROPOSAL
Posted by [mirek](#) on Fri, 22 Oct 2010 08:02:31 GMT
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Side note: I can see that most of your proposals are well meant and have a lot of logic in it. Anyway, I believe we have to be careful about not putting all good ideas into U++. I do not want to end with maintaining big codebase that nobody uses. We need to keep it tight and simple. Every line of library code that is not frequently used is burden....

Subject: Re: RichPickToValue PROPOSAL
Posted by [kohait00](#) on Fri, 22 Oct 2010 08:52:41 GMT
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sorry, didnt want to bother you too much with all that. i admit it's been quite a lot..
developping full time with upp i'm still not that experienced..digging code and stumbling over points ptentially buggy or not yet terminated it's kind of 'has to be complete'-feeling . many times i end up seeing that upp already offers means to solve the problem in a more generic way..nevermind. i'll try to do more on myself..
