
Subject: Re: A project that "could" be beneficial to the Renegade community.
Posted by [=HT=T-Bird](#) on Tue, 16 Jan 2007 22:23:50 GMT

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Dave Anderson wrote on Tue, 16 January 2007 06:46dead6re wrote on Tue, 16 January 2007 02:21I feel .NET code bloats the class/application.

Does it really need to include .NET? I have a very simple class that I use for IRC connections that also allows me to hook specific messages into my own functions, for example

```
IRC.Hook("MODE", IRC_ModeHandler);
```

You just need to make sure the user has .NET on their computer (which they most likely have the latest version already). Other than that, you don't need .NET for anything, everything else is handled for you. Aside from that, this dll runs fast and efficiently with no performance loss. The feedback is provided via consoles so there is no extra memory requirements either such as a GUI would need.

As for .NET "bloating" an application, it can only if you code inefficiently.

Problem 1: not portable platform-wise (a well-written native sockets class should not have too many problems dealing with the differences between NT (WinSock2) and BSD sockets)

Problem 2: doesn't fit into everybody's apps (some people have severe issues with C++ native<->CLR interop)

Problem 3: CLR is a lot of overhead for some people (like when you are trying not to drag down people's SFPS)
