Subject: Banishing the C-style cast from scripts.dll
Posted by =HT=T-Bird on Thu, 03 Jul 2008 01:49:39 GMT

Pros of new-style (static_cast<>() and friends) casts:

 They are easier to find in code
 They express the programmer's intentions better
 They allow the compiler to perform at least some checking in most cases
 The syntax has fewer unwanted precedence problems

Cons:

 They are longer and more verbose than the C-style cast

I think you get the picture, but:

Any "Nay"s on this project? (I'd be more than happy to volunteer my labor for this, btw.)

Subject: Re: Banishing the C-style cast from scripts.dll
Posted by _SSnipe_ on Thu, 03 Jul 2008 01:50:59 GMT

what.........

Subject: Re: Banishing the C-style cast from scripts.dll
Posted by HeavyX101- Left on Thu, 03 Jul 2008 04:39:46 GMT

SSnipe wrote on Wed, 02 July 2008 21:50what.........

Subject: Re: Banishing the C-style cast from scripts.dll
Posted by Samous Mods on Thu, 03 Jul 2008 05:40:12 GMT

HeavyX101 wrote on Wed, 02 July 2008 23:39SSnipe wrote on Wed, 02 July 2008 21:50what.........

Subject: Re: Banishing the C-style cast from scripts.dll
Posted by Ghostshaw on Thu, 03 Jul 2008 13:10:58 GMT
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In most cases you should use As_* anyway so no real use.

Subject: Re: Banishing the C-style cast from scripts.dll
Posted by Sir Kane on Thu, 03 Jul 2008 13:14:09 GMT
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(15:11:20) <Sir_Kane> static_cast is for fags

Subject: Re: Banishing the C-style cast from scripts.dll
Posted by nikki6ixx on Sat, 05 Jul 2008 19:49:56 GMT
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E3 Beta M01.mix wrote on Thu, 03 July 2008 07:40

I wish I could radar hack when I'm fishing.