
Subject: Re: Concatenating arrays - speed issues?
Posted by [penteado](#) on Wed, 08 Jun 2011 12:05:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jun 8, 8:55 am, Michael Galloy <mgal...@gmail.com> wrote:
>> That might actually be quite a nice solution, it just means keeping
>> track with a few more counters.
>
>> I'll have a play and see how it goes :-)
>
>> Cheers
>
> My classes do the accounting for this technique for you.

Exactly. This is the kind of work that should not be in the middle of
an application, it should all be contained in a neat class (like
Mike's).
