Subject: Re: weird reaction with const w_chart
Posted by Ethenal on Sun, 11 Mar 2012 01:28:48 GMT

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iRANian wrote on Sat, 10 March 2012 18:05If you're gonna be building a bot that responds to commands, it's a nice idea to store them in a hash table, with as key the text that triggers the command and the value being a pointer to a class that inherits a generic chat command class, so you can call a function from a class when it is found in the hash table, which is done almost instantaneously, instead of having to go over a list of all triggers to trigger a specific function, which is very slow and makes the code to check what command to trigger very long-winded code.
Isn't that essentially the same thing? Even if you're using a hash table, does it not internally have to go down the list of values until it finds the one with the name you want?