
Subject: why no 'Ctrl* Ctrl::Clone() const = 0' (virtual constructor)

Posted by [kohait00](#) on Tue, 31 Aug 2010 09:11:36 GMT

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hi guys

why does Ctrl not have Clone method? this would make possible to generic clone a bunch of controls (with some additional helpers) without knowing their type (i.e. control factory that is cloned)

```
Ctrl* Ctrl::Clone() const = 0;
```

```
//i.e. EditValue
```

```
Ctrl* EditValue::Clone() const
```

```
{
```

```
    EditField * pc = new EditField();
```

```
    pc->SetData(GetData());
```

```
    pc->SetStyle(style);
```

```
    pc->SetFont(font);
```

```
    //etc those specific things
```

```
    return pc;
```

```
}
```

this is a step towards a MVC like xml specifiable/parsable object inspector, which can be cloned itself..
