
Subject: Re: Proposed change to U++ to allow owning children.

Posted by [Lance](#) on Wed, 16 Mar 2011 17:10:18 GMT

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AFAIK, that has already been taken care of by AddChild0 or something like that.

```
void Ctrl::AddChild(Ctrl *q, Ctrl *p, int flag)
{
    GuiLock __;
    ASSERT(q);

    LLOG("Add " << UPP::Name(q) << " to: " << Name());
    if(p == q) return;
    bool updaterect = true;
    bool owned;
    switch(flag)
    {
        default: // note, all value of flag other than 0&1 in this branch
            owned=q->owned;
            break;
        case 0:
        case 1:
            q->owned=flag==1;
    }

    //if(dynamic_cast<q

    if(q->parent) {
        ASSERT(!q->inframe);

    //*****
    // following couple of lines takes care of the issues you raised.
    //*****
        if(q->parent == this) {
            RemoveChild0(q, true); // detach only
            updaterect = false;
        }
        else
            q->parent->RemoveChild(q, true); // detach only }
    q->parent = this;
    if(p) {
        ASSERT(p->parent == this);
        q->prev = p;
        q->next = p->next;
        if(p == lastchild)
            lastchild = q;
    }
}
```

```
else
    p->next->prev = q;
p->next = q;
}
else
    if(firstchild) {
        q->prev = NULL;
        q->next = firstchild;
        firstchild->prev = q;
        firstchild = q;
    }
    else {
        ASSERT(lastchild == NULL);
        firstchild = lastchild = q;
        q->prev = q->next = NULL;
    }
q->CancelModeDeep();
if(updaterect)
    q->UpdateRect();
ChildAdded(q);
q->ParentChange();
if(updaterect && GetTopCtrl()->IsOpen())
    q->StateH(OPEN);
if(dynamic_cast<DHCtrl *>(q))
    SyncDHCtrl();
}
```
