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

Posted by [Lance](#) on Fri, 18 Mar 2011 23:02:37 GMT

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Thank you very much! I have no doubt with U++'s speed. That's one big aspect why it attracts me.

Very informative.

Since you are here, how do you like my way of revised Ctrl::Ctrl implementation?

```
Ctrl::Ctrl() {
  GuiLock __;
  LLOG("Ctrl::Ctrl");

  // a smarter way to implement this function
  // as we can see, most member variable to initialized
  // to 0, we can save a couple of cpu cycles by simply
  // zero out the part of object that are of POD type

  // Note Non-POD member variable frame, info, pos has been move to
  // follow POD members, with pos being the first non-pod member var.
  typedef int32 unit; // 4 should be deduced for flexibility
  unsigned size=((char*)&this->pos -(char*)this)/sizeof(unit);
  for(unsigned i=0; i<size; ++i)
    reinterpret_cast<unit*>(this)[i]=0;

  //destroying = false;
  //owned = false;
  //parent = prev = next = firstchild = lastchild = NULL;
  //top = NULL;
  //exitcode = 0;
  frame.Add().frame = &NullFrame();
  enabled = visible = wantfocus = initfocus = true;
  editable = true;
  // GLX = false;
#ifdef PLATFORM_WIN32
  //activex = false;
  //isdhctrl = false;
#endif
  backpaint = IsCompositedGui() ? FULLBACKPAINT : TRANSPARENTBACKPAINT;
  //inframe = false;
  //ignoremouse = transparent = false;
  //caretcx = caretcy = caretx = carety = 0;
  //SetRect(Rect(0, 0, 0, 0));
  //inloop = popup = isopen = false;
  //modify = false;
```

```
//unicode = false;  
//popupgrab = false;  
//fullrefresh = false;  
//akv = false;  
//hasdhctrl = false;  
}
```
