
Subject: Re: Proposed change to U++ to allow owning children.
Posted by [Lance](#) on Wed, 20 Apr 2011 19:23:36 GMT
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Out put of sample program:

And the main content of the sample program:

```
using namespace Upp;
```

```
class MyLabel : public Label
{
public:
    MyLabel(String& s){ SetLabel(s); }
};
```

```
struct ButtonApp : TopWindow {
```

```
    ButtonApp() : count(0)
    {
        Sizeable().Zoomable();
        Click();
    }
```

```
    void Click()
    {
        int x, y;
        Ctrl * p;
        x=count%max_row_button*(button_width+5)+2;
        y=count/max_row_button*(button_height+5)+2;
```

```
        if( count & 1)
            p=&NewChild<MyLabel>(String().Cat()<<"["<<count<<" ] A Label");
        else
        {
            p=&NewChild<Button>()
                .SetLabel(String().Cat()<<"["<<count<<" ] Click Me");
            *(Button*)p<=<THISBACK(Click);
        }
```

```
        p->LeftPos(x,button_width).TopPos(y,button_height);
```

```
        ++count;
    }
```

```
typedef ButtonApp CLASSNAME;
```

```
private:
```

```
const static int button_width=180;  
const static int button_height=40;  
const static int max_row_button=5;
```

```
int count;  
};
```

```
GUI_APP_MAIN
```

```
{  
    ButtonApp().Run();  
}
```

File Attachments

1) [DYNAMIC CHILD.PNG](#), downloaded 1226 times

Edit Project Build Debug Assist Setup



DynamicChild main.cpp CtrlCore.h DrawOpX11.cpp CtrlChild.cpp PushCtrl.h

```
re  
rlCore  
rlLib  
aw  
fDraw  
chText  
ugin/bmp  
ugin/png  
ugin/z  
rj-aux>  
de-aux>  
emp-aux>  
neta>
```

main.cpp

