Subject: Controls & classes design questions
Posted by Mindtraveller on Wed, 15 Aug 2007 23:19:42 GMT
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First of all, thanks for such a promising framework.

My question comes from very common task.

My goal is to write an editor for some kind of graphics files. As for modern standard, editor is to be multi-tabbed, working with multiple files simultaneously.
It`s OK, I just added TabCtrl to main window.
Next move is to resolve design approach. My decision was to create a class representing single file in editor. This class contains main window Tab control`s tab, representing this file, and a GLCtrl object.
Something like this:

```
class MyFile
{
   MyFile (TabCtrl &tabs) { tab = tabs.Add("..."); }

   GLCtrl        gl;
   TabCtrl::Item &tab;
};
//...
class MainWindow
{
   TabCtrl       tabs;
   Vector<MyFile> files;
};
//...
void MainWindow::OnNew()
{

   files.Add(MyFile(tabs));
}
```

So my questions are:

1) Is this an optimal solution for decomposition controls on such a task?

2) I`ve read articles about moveable for a number of times, and just can`t understand, why application doesn`t crash since new MyFile object existed only within MainWindow::OnNew() scope?

3) Class MyFile contains GL control which has virtual methods for sure. Is it still moveable? How could that be?

4) What kind of copy constructor should I implement? What to do with gl and tab fields?

Thanx in advance.