Subject: Re: Controls & classes design questions
Posted by mrjt on Thu, 16 Aug 2007 09:46:55 GMT
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Hello and welcome,

I think your design is mixing up access to controls and data at different levels and will probably lead to complications later. For instance: why does MyFile need access to the TabCtrl? Shouldn't that be managed by the MainWindow?

Personally I would do it something like this:
```
class MyFile : public GLCtrl {
    MyFile();

    virtual void GLPaint();
    //...
};
//...
class MainWindow : public TopWindow
{
    TabCtrl       tabs;
    Array<MyFile> files;
};
//...
void MainWindow::OnNew()
{

    MyFile &file = files.Create<MyFile>();
    file.SizePos();
    tabs.Add(file, "filename");
}
```
You need to inherit from GLCtrl and overload GLPaint to be able to draw anything.

I'll try and answer your other questions about Moveable, but I'm not 100% so if I get something wrong hopefully someone will correct me:
2) I'm confused about this, because MSC8 won't even compile the code you posted, let alone run it.
3) No Ctrl or derived class is Moveable because they contain internal pointers to other Ctrls. However, what is not clear from the docs is that virtual methods are Moveable, but abstract methods are not (ie. virtual void Abstract() = 0; is not allowed). Array can store non-moveable types, but Vector et al. cannot.
4) As far as I can see you shouldn't need a copy-constructor.

Hope that helps,
James