Subject: Re: Untrivial EditString bug(?) in FreeBSD(and may be all POSIX)
Posted by Mindtraveller on Sat, 04 Apr 2009 20:39:31 GMT
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IMO this fact [slightly] violates "everything belongs somewhere" rule, which is one of the mains of U++.
Maybe it will be wiser to have everything possible to be static (global), but the real initialization should be postponed to the first draw/paint attempt? Of maybe it would be wiser to have internal controls list, which is initialized when it is possible?

In any way, this is crucial development information. And IMO it should be resided somewhere to be seen by everyone (i.e. in the beginning of GUI tutorial).