Subject: Re: Untrivial EditString bug(?) in FreeBSD(and may be all POSIX)
Posted by mirek on Sun, 05 Apr 2009 12:50:43 GMT

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Mindtraveller wrote on Sat, 04 April 2009 16:39IMO 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).

I agree with both. I too consider it rather a flaw; however it is one that is harder to fix while in practice fixing it would bring only very little benefits.

Mirek