Subject: why no 'Ctrl* Ctrl::Clone() const = 0' (virtual constructor)
Posted by kohait00 on Tue, 31 Aug 2010 09:11:36 GMT
View Forum Message <> Reply to Message

hi guys

why does Ctrl not have Clone method? this would make possible to generic clone a bunch of controls (with some additioanl helpers) without knowing their type (i.e. control factory that is cloned)

```
Ctrl* Ctrl::Clone() const = 0;

//i.e. EditValue
Ctrl* EditValue::Clone() const
{
EditField * pc = new EditField();
pc->SetData(GetData());
pc->SetStyle(style);
pc->SetFont(font);
//etc those specific things
return pc;
}
```

this is a step towords a MVC like xml specifiable/parsable object inspector, which can be cloned itself..