
Subject: Re: why no 'Ctrl* Ctrl::Clone() const = 0' (virtual constructor)

Posted by [andrei_natanael](#) on Tue, 31 Aug 2010 10:22:15 GMT

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Hi Konstantin,

Where will memory be freed? One will have to remember to free it and that's somehow against U++ rule: use pointers to point things not to manage heap.

Controls have specific methods and callbacks, so i don't see any reason to have a pointer to a Ctrl without knowing it's type (derived). It will be a "useless" Ctrl which accept sizing and positioning of it and some set/get data operations.

Depend on your usage it may be simple to create a generic Clone function not a method in Ctrl class. Ctrl is meant to be easily inherited without forcing one to overwrite(or define) unwanted methods. IMO, in case that'll be ever implemented it should be in Ctrl, with the possibility to be overwrite in derived class.

Andrei
