
Subject: PROPOSAL: TreeCtrl optionally owns Ctrl's in Node

Posted by [kohait00](#) on Wed, 15 Dec 2010 14:52:31 GMT

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hi all

ArrayCtrl has got the possibility to own the Ctrl's if they are passed as pointer, so one can create some on the fly and have the TreeCtrl take care of their destruction. this is great for editing the represented values.

it does not break the 'everything-belongs-somewhere-rule'. TreeCtrl is then the container..

since these two, ArrayCtrl and TreeCtrl are the major complex grouping Ctrl's they should support it and be of similar skills.

what do you think?

EDIT: at first i thought it is easy task, since TreeCtrl is already setup as to have Ctrl's, but not owned. but i realize that TreeCtrl::Node and TreeCtrl::Item handling is not fitting in design as to handle ownership.

maybe someone could help here. attached is the so far changed TreeCtrl sources

File Attachments

1) [TreeCtrl.h](#), downloaded 528 times

2) [TreeCtrl.cpp](#), downloaded 501 times
