kohait00 wrote on Tue, 01 February 2011 14:45now what's the benefit of it? imagine the Ctrls beeing able to be parametrized like

EditInt ei;

ei.min = 100;
ei.max = 200;
ei.data = 150;
ei.show = true;
ei.rect = Rect(0,0, 100,200);
...

while i know it's not much better than current design rule of daisychaining methods, it makes code even bit more clean

Hi kohait

Actually it is not better in any way... The underlaying code is more complex and the efficiency of chaining is better (both performance-wise and typing-wise). And the readability is IMHO exactly the same:
EditInt ei;

ei.SetMin(100)
  .SetMax(200)
  .SetData(150)
  .Show()
  .SetRect(Rect(0,0, 100,200));

Those are the basic reasons why all the previous proposals to add properties were vetted... You might find some more details by searching the forum.

Best regards,
Honza

PS: Plus having both properties and SetX()/GetX() functions leads to a unnecessary duplicity.