Subject: Re: Proposed change to U++ to allow owning children.
Posted by Lance on Wed, 16 Mar 2011 16:29:02 GMT

AND

```
// when a child is removed, it should be delete'd if its @param owned
// flag is true. Sometimes we may want to keep it alive and transfer the
// ownership to some other Ctrl, in this case, we should call the following
// function with @param detachOnly set to true
//
void    RemoveChild0(Ctrl *q, bool detachOnly=false);
```

And corresponding changes in the CtrlChild.cpp file. I have attached these files. The changes have been commented, so it should stand out. I am on a library computer, session time is limited.

File Attachments
1) CtrlCore.h, downloaded 554 times