
Subject: Re: Proposed change to U++ to allow owning children.
Posted by [Lance](#) on Wed, 16 Mar 2011 16:29:02 GMT
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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 547 times
