Subject: Re: Proposed change to U++ to allow owning children.
Posted by Lance on Wed, 16 Mar 2011 17:10:18 GMT
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AFAIK, that has already been taken care of by AddChild0 or something like that.

```
void  Ctrl::AddChild(Ctrl *q, Ctrl *p, int flag)
{
 GuiLock __;
 ASSERT(q);

 LLOG("Add " << UPP::Name(q) << " to: " << Name());
 if(p == q) return;
 bool updaterect = true;
 bool owned;
 switch(flag)
 {
  default: // note, all value of flag other than 0&1 in this branch
   owned=q->owned;
   break;
  case 0:
  case 1:
   q->owned=flag==1;
 }

 ///if(dynamic_cast<q

 if(q->parent) {
  ASSERT(!q->inframe);


//************************
// following couple of lines takes care of the issues you raised.
//************************
  if(q->parent == this) {
   RemoveChild0(q, true); // detach only
   updaterect = false;
  }
  else
   q->parent->RemoveChild(q, true); // detach only }
 q->parent = this;
 if(p) {
  ASSERT(p->parent == this);
  q->prev = p;
  q->next = p->next;
  if(p == lastchild)
   lastchild = q;
```

```
  else
   p->next->prev = q;
  p->next = q;
 }
 else
  if(firstchild) {
   q->prev = NULL;
   q->next = firstchild;
   firstchild->prev = q;
   firstchild = q;
  }
  else {
   ASSERT(lastchild == NULL);
   firstchild = lastchild = q;
   q->prev = q->next = NULL;
  }
 q->CancelModeDeep();
 if(updaterect)
  q->UpdateRect();
 ChildAdded(q);
 q->ParentChange();
 if(updaterect && GetTopCtrl()->IsOpen())
  q->StateH(OPEN);
 if(dynamic_cast<DHCtrl *>(q))
  SyncDHCtrl();
}
```