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Subject: Re: Proposed change to U++ to allow owning children.

Posted by [Lance](#) on Wed, 16 Mar 2011 17:35:51 GMT

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I just successfully built TheIDE with the revised library. So it should not affect existing code.

Only questions left, will there be some code in the U++ library that will make use of the bit I assigned to the new memebe, i.e. owned, magically change it, or will some Ctrl derived class decides to remove its children by itself and without make use of Ctrl::RemoveChild family of functions?

If answer to these questions are no, they my way should work (maybe with some more modifications).

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