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

Posted by [kohait00](#) on Sun, 20 Mar 2011 09:32:56 GMT

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i am dealing with the same issue, and will, if fortunate, provide a no-need-to-touch-upp solution soon..using a container interface and a template approach, so you can safely handle the stuff with Array<Ctrl>

just a hint, i myself where trying to convince mirek of things several times . his experience is hard to beat. upp demands/suggests to give up some long existing (and maybe errorprone) programming habbits. the benefit (especially when using upp) is clear code, simple model approach and a high degree of code readability (and thus maintainability). take your time to get familiar with upp and its way to handle things. you quite soon gonna love it. it saves you a lot of hassle (just to mention a few: no pointer hassle, memleaks almost never (everything belongs somewhere) and a sophisticated serialisation/marshalling mechanism. upp is well thought out, and the things mirek is defending are part of a long run design process which prooved to be reliable.

cheers

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