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

Posted by [kohait00](#) on Fri, 25 Mar 2011 12:26:11 GMT

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still interested in that topic?

i think having ownedCtrls just like that wont do much, since you have to know/reference the controls somehow/somewhere, you will end up traversing the child link tree, and doing dynamic\_casts alllover.

ultimate is heavily based on compile time connection of the application parts, means, if you have a Ctrl and place it somewhere, then you probably will hook up some static (not runtime specific) functionality to it, within your code.

a heap creation ofCtrls implies some sort of dynamic application behavior. for what the controls need to be fairly straight forward in handling, i.e. only Get/SetData interface using, only WhenAction Callback using, etc.. anything else is too specific.

i basicly have the same problem. that's why some time ago, i started the CtrlProp package in bazaar. a uniform api to query/control some properties of Controls, without actually knowing its type.

another project i am currently takling is the generation / modification of Controls in its position, a control factory so to say, which would be extended using \*decorator\* design pattern. meanwhile see the CtrlPos package. which is part of it.

maybe thats sth you can use as well. see also FormEditor, which is another nice work, from someone else.

as soon as the ctrl factory is in a fitting shape i'll provide it in bazaar.

cheers

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