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

Posted by [Lance](#) on Tue, 19 Apr 2011 12:09:20 GMT

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In post 31696. I change the interface so that using new is no longer required and no longer permitted. When user wants a child to be owned(thus destroyed) by its parent, he/she uses the following way:

```
parent.AddChild<Label>().SetLabel("Hello world!")
    .PosRight(...).PosTop(...);
Button& b=parent.AdddChild<Button>.SetLabel("Click Me!");
b<<THISBACK(ButtonClicked);
```

Non-owned child controls are still added in the old way.

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