Subject: Re: Proposed change to U++ to allow owning children.
Posted by Lance on Wed, 20 Apr 2011 19:38:59 GMT
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Detach is implemented as protected. Intended for libary developer or person who knows how to handle it as it opens the door for possible leaks!

Also, there is one step I omitted. The owned flag should be unset in Ctrl copy constructor. If pick semantics is guaranteed, this will not be an issue. There is something we need to worry about only when there is prospect that the fix will be included into the library.

The reason being, a programmer may copy a dynamically created Ctrl to a stack allocated object. If this happen, the owned flag is wrongfully set and will lead to memory corruption. The move constructor (pick semantics) should always be preferred. The copy constructor should be "protected" so that it's available only to library developer or person know its potential danger.