
Subject: revised ownership change

Posted by [kohait00](#) on Thu, 28 Apr 2011 16:28:42 GMT

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hi Lance

i've gone through the code and based on your work redid it.
current state is attached.

the scenarios are basically these:

1) normal scenario (current up)

Ctrls are added to arbitrary context to be displayed, ownership context is maintained somewhere else. -> 2 different contexts, perfect control over what's happening. for complex environment.

2) ownership scenario (additional)

heap created controls can be added to other controls that will maintain their lifetime together with their visual context. means, when an owned Ctrl is removed from its owning parent, the parent is taking care of destruction. so both contexts, visual and ownership are bound. fits well for dynamic environment with reduced Ctrl API usage (GetData/SetData, WhenAction, etc)

features

- * traditional up way still default
- * ownership adding (AddOwned, Detach) is only interface for dealing with ownership (similar to containers)
- * auto transfer of ownership supported when an owned Ctrl is added to another parent.
- * least intrusive code
- * drawback: owned controls may not call Remove(), since their parent will try to delete them. ASSERT placed. arguable.. use Detach for that.. or specify implicit Detach with Remove?

changes to your version:

- * removed template creators, not needed for ownership management.
- * code cleanup and simplification
- * redefined public interface for ownership (mainly: no public Owned(bool b true) method, very dangerous)
- * some ASSERTS placed to ensure proper behaviour and early fault catch
- * delete only in one place.. avoids some corner cases when context switching.

take a look..

maybe mirek will be really considering it. at least look at it

File Attachments

1) [DynamicChild.rar](#), downloaded 363 times
