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Subject: Re: revised ownership change

Posted by [kohait00](#) on Thu, 28 Apr 2011 19:57:25 GMT

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for Create<> i go with you..

for Detach i disagree. there is no point in offering Ownership ability to Ctrl without offering the complete interface to manipulate it. calling RemoveChild() would delete the child. so there is actually no way to safely get the owned ctrl back from there.

the question is

should Detach be handled explicitly or should a Remove() call on an owned child be seen as detaching it?

i think the later is quite logical, but it'd leave dangeling references in places Remove is used without the awareness of dealing with a floating reference.

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