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Subject: Re: revised ownership change

Posted by [Lance](#) on Thu, 28 Apr 2011 21:31:33 GMT

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In either case 1 or 2, a CreatedOwned child can change parent like any other stack Ctrl without losing track. So this is not a concern. Or, change parent is perfectly defined behavior for either type of children.

If we go with Case 2, CreateOwned+Detach, a detached child should never be reattached to a parent [by calling AddChild(...) etc]. It's a final decision, you detach it, you destruct it. However, Derived class can reattach by way of protected member function.

This is a virtually zero cost, safe, and consistent solution as far as I can see.

Regarding the hole when copying/picking(yes, picking also requires reset the owned flag), we can tinker the Ctrl pick constructor a little bit to fix it.

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