In the rare case where we are destructing its parent but could not make up our mind whether we are going to delete it or assign it to yet another parent (not decided at the moment), we can use a dirty trick to circumvent the no-reattachment limitations,

```
{
  // p is pointed to a dynamically created child

  ParentCtrl tmp;
  tmp.Add(p); // or should it be *p? I rely on TheIDE on this
          // now p is no longer part of its previous parent's
          // child tree.

  // Destruct its previous parent to free precious memory resource :)
  // and since *p belongs somewhere else, it will not be touched.

  // a thousand lines/function calls to make up our mind whether
  // we are going to destruct *p or add it to another parent.

  if( newdad !=NULL)
     newdad->Add(p);

  // we don't even need to detach and delete, as p will be
  // destructed with tmp at the end of the code block
  // if a newdad is not successfully found.
  // this is the expected behavior

}
```