Subject: Re: PROPOSAL: TreeCtrl optionally owns Ctrl's in Node
Posted by mirek on Wed, 01 Jun 2011 18:49:46 GMT

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kohait00 wrote on Mon, 23 May 2011 16:57i will be warming up this thing, but need an advice in which direction to go:

the key problem in TreeCtrl is that Node is meant to be passed around by-value, i.e. performing DnD movings or using the Copy() function..

when a Node references a Ctrl which it owns, it cant be passed around by-value, it either needs to be picked (dtor would take care of destruciton of Ctrl) or a different Method for Moving/DnD of the Nodes needs to be found to avoid copy which would duplicate the Node and double ownership. so Node might need to stay unmouvable (exposed only as const or have a subclass which actually holds the ctrl..

any idea? i dont know what'd be better.

Well, general advice in this case is to "give up"

I mean, do not support "predefined" DnD ops for Ctrl owning TreeCtrl. If programmer wants this, he needs to provide his specialized methods.

Mirek