Subject: Re: Rainbow, first iteration
Posted by kohait00 on Thu, 30 Jun 2011 07:04:25 GMT

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we recently thought about extending ownership behaviour to Ctrl itself as well, optionally. but it will bring a lot of problems, i.e. what to do if Remove() is called on an owned Ctrl. destroy it? what it program expects to keep it, but simply wants to hide.. it needs to be thought out well. a windowing framework also implies opening and closing of windows. how to do that in Upp? moving/resizing, layering is already well supported. but the other half (life cycle management) is needed to..