Subject: Splitter::Add
Posted by mirek on Tue, 29 Aug 2006 11:03:58 GMT
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My previous fix for adding child Ctrls to Splitter hit the weak spot of U++ philosophy and resulted in "destructor chain reaction" in specific cases, therefore I have redone it by adding

```
void      Add(Ctrl& pane);
Splitter& operator<<(Ctrl& pane) { Add(pane); return *this; }
```

to the splitter interface.

Mirek