Also "What is the context where you need this?".
Suppose one has WithDropChoice<EditString> - eg 10 string 'templates' values added - but some
of the words are adjustable.
Eg value: "Template 'adjustableValue' some more words". When one selects one of this
'adjustable template' list value - that adjustableValue can be changed by user for whatever one
wants to if needed(eg also for sdr software, etc) - this is the context in which is used. I have made
some small app - and it's value is indespensible - not just an option - but a must. I guess
something like this is also meant in linux/win native gui-s.

There is SuggestControl which adds new values - but WithDropChoice<EditString> doesn't need
to - although that extra select and optionally change - is very handy(a must) in some apps.

Also overriding ~operator doesn't have to do the same as i have written - this should probably
return current original selected value from list, but something like 'GetCurrentValue'(and
'GetSelected' value) in some kind of way - should be there, else many of us will have to patch
every new upp release.
And maybe 'DropChoice& GetDropChoice()' should be const - but i almost doubt this - because if
it's const - many functionality is automatically not accesible to user.
But if it's meant for safety - at least GetDropChoice could be const and GetDropChoiceObject
should not be.