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Subject: Re: Focus problem

Posted by [Lance](#) on Sun, 19 Dec 2021 13:31:40 GMT

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1): Derive MyPanel from ImageCtrl to supply customized Paint and Key is the right thing to do, at the moment at least, unfortunately.

3): Overriding MyPanel::Close to delete this is unnecessary and considered bad practice (in this case at least).

By overriding MyPanel::Close in your way, you basically enforce that MyPanel object have be be allocated from heap. U++ doesn't prohibit you from allocating Ctrl derivatives from heap, but it's much more often we have its object contained and be allocated from stack(faster and less memory usage). Or it can even be global, static etc.

In your case, if you really want your object be allocated from heap, you can use U++ provided smart pointer One to manage it for you. See example in the next reply.

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