
Subject: Re: Focus problem

Posted by [Silvan](#) on Sun, 19 Dec 2021 14:37:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lance wrote on Sun, 19 December 2021 14:311): 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.

If I comment out MainWindows::Close (not MyPanel) than when I exit the program there is an exception at address

That appens with:

```
(new MainWindow)->OpenMain();  
Ctrl::EventLoop();
```

With:

```
MainWindow m;  
m.Run();
```

I can comment out Close whitout error on exiting.
