
Subject: Re: Styles and Widgets

Posted by [mirek](#) on Wed, 18 Apr 2007 10:02:13 GMT

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I guess your problem can be summarized as "how to implement hierarchical structure that allows element removal"?

Well, one simple way is this:

```
struct CtrlsTree {  
    One<Ctrl> ctrl;  
    ArrayMap<String, CtrlsTree> child;  
};
```

BTW, ArrayMap supports Remove (or Unlink). You do not have to care about rest; destroyoing widget does everything needed to remove it from GUI.

Mirek
