

Wt - Feature #7968

Revert delay of WWidget::load()

01/11/2021 02:36 PM - Roel Standaert

Status:	Resolved	Start date:	01/11/2021
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	4.6.0		

Description

Issue [#4888](#) called for the delay of WWidget::load() until after rendering.

A common use case for load() is to lazily create and add a widget to the widget tree, like DeferredWidget in the widget gallery.

Some of those widgets may use require() to load JavaScript, which when done post-render can lead to issues related to the order in which JavaScript is loaded and lead to JavaScript errors.

The original motivation for issue [#4888](#) was that a child may be added to the parent in their constructor before the child is sufficiently initialized. This is no longer possible in Wt 4, so that reason is no longer valid.

We can prevent JavaScript issues by reversing that change in Wt 4.

History

#1 - 01/11/2021 02:38 PM - Roel Standaert

- File lazyMenu.cpp added

Attaching an example application that shows an error when clicking on the "TinyMCE" menu option.

#2 - 01/22/2021 09:14 AM - Roel Standaert

- Status changed from New to Resolved

Files

lazyMenu.cpp	1.72 KB	01/11/2021	Roel Standaert
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