thanks for the link. i helped a bit more.

i still can't understand why the hotspots, as far as i got them understood now, are used differently in al the Ctrls.iml CtrlsClassic.iml than they should be used, relying on internal hacks / changes? how is one supposed to understand by reading code in this case?

* the 2 hotspots depict the area in an iml image, which is streched.
* the left button controls the red hotspot, which is hotspot 1
* the right button controls the blue hotspot, hotspot 2
* the image is separated in 9 areas, which are treaded differently
* the 4 corners are drawn fixed, with no resize
* the rectangular part between the 2 hotspots is resized both, in X and Y
* the parts at left and right side, are streched in Y
* the parts at top and bottom side, are streched in X

mirekt mentioned that when swaping the hotspots, instead of streching, they are tiled.

but i really dont understand why most of the Ctrls.iml hotspots are set

red hotspot 1(some x, some y)
blue hotspot 2(0,0)
resulting in a 'negative' Rect..

instead of, for proper understanding, beeing set to
red hotspot 1(some x,some y) in top left part
blue hotspot 2(some x, some y) in bottom right part

red hotspot