
Subject: design flaw in scatterctrl?

Posted by [aftershock](#) on Sat, 12 May 2018 10:56:05 GMT

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In Scatterctrl,

```
private:  
    bool showInfo;  
    Point clickPoint;  
    PopUpInfo popText;  
    String popTextX, popTextY, popTextY2;  
    Point popLT, popRB;  
    bool isZoomWindow;  
    const Point offset;  
    int copyRatio;  
    bool isLeftDown;  
  
    int butDownX, butDownY;  
    bool isScrolling, isLabelPopUp;  
  
    bool showContextMenu;  
    bool showPropDlg;  
    bool showProcessDlg;  
    bool showButtons;  
  
    int lastRefresh_ms;  
    dword lastRefresh0_ms;  
    int maxRefresh_ms;  
  
    bool highlighting;  
  
    Upp::Array<MouseBehavior> mouseBehavior;  
    Upp::Array<KeyBehavior> keyBehavior;  
  
    void ProcessPopUp(const Point & pt);  
  
    virtual void Paint(Draw& w);  
    virtual void LeftDown(Point, dword);  
    virtual void LeftDouble(Point p, dword);  
    virtual void LeftUp(Point, dword);  
    virtual void MiddleDown(Point, dword);  
    virtual void MouseMove(Point, dword);  
    virtual void MiddleUp(Point, dword);  
    public: // my fix  
    virtual void RightDown(Point, dword);  
    private:  
    virtual void RightUp(Point, dword);  
    virtual void MouseLeave();
```

```
virtual void MouseWheel(Point, int zdelta, dword);  
virtual bool Key(dword key, int count);  
virtual void GotFocus();  
virtual void LostFocus();
```

void DoMouseAction(bool down, Point pt,

you can see a lot of the function are private when they are virtual.
I needed to use some of them..., not without modification..
Is this ok?
