
Subject: Re: design flaw in scatterctrl?

Posted by [Klugier](#) on Sat, 12 May 2018 19:18:57 GMT

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

Hello aftershock,

When package maintainer decided to follow your change he needs to make all virtual methods public. I do not see reason to change only one specific method that you need.

So the fix should look like this:

```
public: /* Ctrl */  
void Paint(Draw& w) override;  
void LeftDown(Point, dword) override;  
void LeftDouble(Point p, dword) override;  
void LeftUp(Point, dword) override;  
void MiddleDown(Point, dword) override;  
void MouseMove(Point, dword) override;  
void MiddleUp(Point, dword) override;  
void RightDown(Point, dword) override;  
void RightUp(Point, dword) override;  
void MouseLeave() override;  
void MouseWheel(Point, int zdelta, dword) override;  
bool Key(dword key, int count) override;  
void GotFocus() override;  
void LostFocus() override;
```

private:

Koldo, you can start using override statement instead of adding virtual. It guarantees on the compilation level that method is overridden.

Sincerely,
Klugier