Posted by Klugier on Mon, 27 Dec 2021 18:58:22 GMT

View Forum Message <> Reply to Message

Hello Lance,

Could you tell us more what is the root cause of your problems? Today, you created several threads about optimization. What is the reason of it? Do you want to write application on some embedded system?

In order to understand Button size problem it would be good to know the size of Ctrl (The class from which all controls inherits) and Pusher (Base class for Button). I am also analyzing ScrollBar code and it seems that for most themes we do not need prev2 and next2 buttons:

Button prev, prev2, next, next2;

I could imagine themes without buttons (like current KDE one). In this case keeping four buttons on stack seems like a waste. It should be replaced with something like std::optional<Button> (Upp::One):

One<Button> prev, prev2, next, next2;

Klugier