Subject: Re: Know what you're using. Size of some common types.
Posted by Lance on Thu, 30 Dec 2021 01:39:57 GMT

I manage to create a ScrollBar twin (SkrollBar) that should look and act exactly the same (to be safe, I leave untouched some old code that could benifit from rewritten with new facilities but I am not very sure yet).


Class  Size

-------  -----
Button  224
SkrollBar 232
ScrollBar 1136
TabBarCtrl 1000
ArrayCtrl 3752
GridCtrl 4904

See above table. SkrollBar is now almost same size of Button. Above size of GridCtrl is after both ScrollBar objects in it has been redefined as of type SkrollBar. Imagine howmany GridCtrl/ArrayCtrl you will be using in your program  :lol:

The code is still very rough. I dare not to touch the original Slider() portion's Paint & mouse event (I wasn't able to understand it very well). I figure, push and light can be do without, linesize and minthumbsize will be more than enough with an int8. I haven't tries (removing light and push will require rewriting some code), chance is we can get SkollBar of the same size of Button.

Attached is a test that use ScrollBar/SkrollBar Vert()/Horz() side by side. They should look the same and behave the same. The Outer ones are SkrollBar. They respond to MouseMove in debug mode to report the section number that the mouse is currently in.

With a vertical SkrollBar, section 0 is the prev button, section 2 is the prev2 button (mostly invisble), section 3 is the portion of slider above the thumb, section 4 is the thumb, section 5 is the portion of slider under the thumb, section 5 is the next2 button (mostly invisible), section 6 is the next button.

## File Attachments
1) SkrollBar.zip, downloaded 171 times

---