
Subject: Re: Know what you're using. Size of some common types.

Posted by [Lance](#) on Fri, 31 Dec 2021 19:28:10 GMT

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And in the same spirit, move

protected:

bool monoimg;

byte type;

out of class Button, to its base class Pusher, ending with something like

```
class Pusher : public Ctrl {
public:
    virtual void CancelMode();
    virtual void LeftDown(Point, dword);
    virtual void MouseMove(Point, dword);
    virtual void MouseLeave();
    virtual void LeftRepeat(Point, dword);
    virtual void LeftUp(Point, dword);
    virtual void GotFocus();
    virtual void LostFocus();
    virtual void State(int);
    virtual String GetDesc() const;
    virtual bool Key(dword key, int);
    virtual bool HotKey(dword key);
    virtual dword GetAccessKeys() const;
    virtual void AssignAccessKeys(dword used);
```

```
private:
```

```
bool push:1;
```

```
bool keypush:1;
```

```
bool clickfocus:1;
```

```
protected:
```

```
bool monoimg;
```

```
byte type;
```

Should not harm Pusher but decrease sizeof(Button) and that of its derivatives by 8 bytes on 64-bit platform and 4 bytes on 32-bit platform.

The changes are too trivial to be of danger.
