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

Posted by [mirek](#) on Fri, 07 Jan 2022 17:32:00 GMT

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Well, I do not want to dive into this now - we need to release soon to stabilise huge changes done and there is a lot of more important things to fix.

Anyway, after that, this is quite important and moreover fun.

The situation with ScrollBar buttons repeats itself in other places, e.g. with SpinButtons. I am thinking there could be some nice generic solution, something like "Buttons" partly abstract class that would represent "embedded buttons" using just virtual methods of derived class (similar fashion to your ScrollBar implementation, but in generic way). EditIntWithSpin is quite big sizeof as well and it is even more important (as it has higher chance to be used in huge quantities).

But that all is pennies compared to DropList sizeof. That one needs converting PopUpTable list; to One<PopUpTable> list; and only create when needed and then delete. Unfortunately, it is delicate work, a lot of things there could go wrong.

Another things I would like to see reduced is String Ctrl::info. const char * would work there with some effort. 8 bytes saved :) (Maybe add some flag that it points to Layout ID only, then it could point to character literal in layout widget, even more savings).