Subject: Re: Know what you're using. Size of some common types.
Posted by Lance on Fri, 07 Jan 2022 18:26:35 GMT
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I kind of understand what you intends to do, because I have also thought in that direction. I call it FakeCtrl: Ctrl-like objects that rely on containing Ctrl's Paint(...), LeftDown(...) etc to mimic an actual Ctrl. Problems is, if we want to generalize it, we will need to have almost all state (and hence member variable) a Ctrl has: the saving won't be significant. While a generic solution is hard to come up with, case by case is easy.