Subject: Re: Know what you're using. Size of some common types.
Posted by mirek on Fri, 07 Jan 2022 21:22:00 GMT

Lance wrote on Fri, 07 January 2022 19:26I 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.

Only for buttons. That is not that hard.

Mirek