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

Posted by Lance on Mon, 10 Jan 2022 01:00:13 GMT

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Great. For WithSpin<> which in turn contains SpinButtons, this can roughly reduce the object size by 2*sizeof(Button) - sizeof(Ctrl). That's a great achievement with minimal impact on existing code. It will just work.(Well, SpinButtons exposed Button inc, dec; but it should not be referenced much except in the library implementation anyways).

And it's a generic solution. No matter how many buttons it fakes, it will take up room of only sizeof(Ctrl).

For WithSpin in particular, another route I was considering (I am not versed with Upp enough to know whether it will work) is to start from EditField. Basically add 2 bitfield bool

```
class EditField:....
{
....
public:
    void Paint(Draw& d)override{
        PaintSpinButtons();
        DoOriginalEditFieldPaintOnReducedSize();
    }
    void LeftDown(Point p, dword f)override{
        if(p not in SpinPart)
            Parent::LeftDown(p,f);
        else if(p in UpperPart of Spin)
            WhenSpin(false);
        else// (p in LowerPart of Spin)
            WhenSpin(true);
    }
    void LeftRepeat(Point p, dword f)override{
        LeftDown(p,f);
    }
    Image CursorImage(Point p, dword)override{
       // Image according to part of the Ctrl
    }
    //... maybe more to be override'd or rewrite to take care of Fake SpinButton part.

    Event<bool> WhenSpin;
private:
    bool with_spin : 1;
    bool spin_visible : 1;

    Size GetReducedSize(){
         Size sz=GetSize();
         if(with_spin && spin_visible)
             reduce_size_to_leave_room_for_spin_buttons(sz);
    }
}
```

Then in actual types(EditIntWithSpin, EditInt64WithSpin, etc) that needs SpinButtons, we just turn the flags on in respective constructors, and connect to WhenSpin event.

I am not sure if we claim part of EditField as Frame without actully AddFrame, etc, will work as wished.

If you figure this route is worth considering, I can do a preliminary implementation. Otherwise (if you prefer the more normal Buttons route), I will wait and see. :p