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

Posted by [Lance](#) on Tue, 11 Jan 2022 14:19:52 GMT

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I see. You will provide underlying facilities to support the Buttons interface so that by implementing the interface, underlying CtrlLib or CtrlCore facilities will draw it correctly and deliver mouse event etc as if each button is a actual Ctrl.

For WithSpin<>.OnSides, the painting can be taken care of by Draw.Offset. Not sure if there will be more complications.

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