Subject: Re: Know what you're using. Size of some common types.
Posted by Lance on Tue, 11 Jan 2022 16:40:56 GMT

This idea might worth further generalization:

For example, we have an ArrayCtrl who is housing thousands of child Ctrl: edits, buttons, etc. Technicallu, each child don't need to worry about its location and size which will be set to whatever the ArrayCtrl decides. I am sure there will be a lot more states a resident child doesn't need to worry about, similar to the Buttons case, but more generic: each child is determined by a row and a column, unlike in Buttons case we only need an index to identify a fake Ctrl. As these interface may be required by both ArrayCtrl and GridCtrl, ideally the support can be built into Ctrl base class. And Edits, Button, etc need to provide a fake version (not derived from Ctrl, while the real version ,like
what they are, is just fake controls contained in Ctrl which they also derive from.