
Subject: Re: SetRect "MegaRect" support...

Posted by [Lance](#) on Sat, 12 Oct 2024 12:57:33 GMT

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extracted from Ctrl class declaration

```
Ctrl      *prev_sibling = nullptr;
Ctrl      *next_sibling = nullptr;
Ctrl      *children = nullptr;
PackedData attrs;

byte    overpaint;

bool   unicode:1;

bool   fullrefresh:1;

bool   transparent:1;
bool   visible:1;
bool   enabled:1;
bool   wantfocus:1;
bool   initfocus:1;
bool   activepopup:1;
bool   editable:1;
bool   modify:1;
bool   ignoremouse:1;
bool   inframe:1;
bool   inloop:1;
bool   isopen:1;
bool   popup:1;
bool   popupgrab:1;
byte   backpaint:2;//2

bool   akv:1;
bool   destroying:1;
bool   layout_id_literal:1; // info_ptr points to layout char * literal, no heap involved
bool   multi_frame:1; // there is more than single frame, they are stored in heap
bool   top:1;
bool   megarect:1; // support for large virtual screen area - SetRect > 16000

static Ptr<Ctrl> eventCtrl;
```

Just noticed the megarect bit added.
