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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.

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