
Subject: design flaw in scatterctrl?

Posted by [aftershock](#) on Sat, 12 May 2018 10:56:05 GMT

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In Scatterctrl,

```
private:
bool showInfo;
Point clickPoint;
PopUpInfo popText;
String popTextX, popTextY, popTextY2;
Point popLT, popRB;
bool isZoomWindow;
const Point offset;
int copyRatio;
bool isLeftDown;

int butDownX, butDownY;
bool isScrolling, isLabelPopUp;

bool showContextMenu;
bool showPropDlg;
bool showProcessDlg;
bool showButtons;

int lastRefresh_ms;
dword lastRefresh0_ms;
int maxRefresh_ms;

bool highlighting;

Upp::Array<MouseBehavior> mouseBehavior;
Upp::Array<KeyBehavior> keyBehavior;

void ProcessPopUp(const Point & pt);

virtual void Paint(Draw& w);
virtual void LeftDown(Point, dword);
virtual void LeftDouble(Point p, dword);
virtual void LeftUp(Point, dword);
virtual void MiddleDown(Point, dword);
virtual void MouseMove(Point, dword);
virtual void MiddleUp(Point, dword);
public: // my fix
virtual void RightDown(Point, dword);
private:
virtual void RightUp(Point, dword);
virtual void MouseLeave();
```

```
virtual void MouseWheel(Point, int zdelta, dword);
virtual bool Key(dword key, int count);
virtual void GotFocus();
virtual void LostFocus();
```

```
void DoMouseAction(bool down, Point pt,
```

you can see a lot of the function are private when they are virtual.
I needed to use some of them.., not without modification..
Is this ok?

Subject: Re: design flaw in scatterctrl?
Posted by [Klugier](#) on Sat, 12 May 2018 19:18:57 GMT
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Hello aftershock,

When package maintainer decided to follow your change he needs to make all virtual methods public. I do not see reason to change only one specific method that you need.

So the fix should look like this:

```
public: /* Ctrl */
void Paint(Draw& w) override;
void LeftDown(Point, dword) override;
void LeftDouble(Point p, dword) override;
void LeftUp(Point, dword) override;
void MiddleDown(Point, dword) override;
void MouseMove(Point, dword) override;
void MiddleUp(Point, dword) override;
void RightDown(Point, dword) override;
void RightUp(Point, dword) override;
void MouseLeave() override;
void MouseWheel(Point, int zdelta, dword) override;
bool Key(dword key, int count) override;
void GotFocus() override;
void LostFocus() override;
```

private:

Koldo, you can start using override statement instead of adding virtual. It guarantees on the compilation level that method is overridden.

Sincerely,

Klugier

Subject: Re: design flaw in scatterctrl?

Posted by [koldo](#) on Sun, 13 May 2018 20:29:43 GMT

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Thank you Aftershock

At least all of them should be public.

Hi Klugier

Thank you for your proposal. Could you indicate how to do it? I understood that "override" keyword was used in derived class, not in base class.

Subject: Re: design flaw in scatterctrl?

Posted by [Klugier](#) on Sun, 13 May 2018 20:36:36 GMT

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Hello Koldo,

Just read about override keyword in <http://en.cppreference.com/w/cpp/language/override>. Here is my commit <https://github.com/ultimatepp/mirror/commit/c19d097bc3c0053874106568c740ad927c843de6> that do the same in TheIDE.

Quote:

Thank you for your proposal. Could you indicate how to do it? I understood that "override" keyword was used in derived class, not in base class.

Yes it only applies to derived class.

Sincerely,
Klugier
