
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
