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Subject: gui\_sizeof branch merged to master  
Posted by [mirek](#) on Fri, 03 Jun 2022 09:53:55 GMT  
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This is massive optimization of CtrlCore / CtrlLib meant to reduce the memory footprint of widgets.

While most changes are limited to CtrlCore, there are some minimal interface changes:

- caret handling is changed to virtual method; there is no more Ctrl::SetCaret method but virtual Rect GetCaret() const;
- Label is no longer derived from LabelBase (ironically :)

Also note of interest is the new PackedData class in Core and set of protected Ctrl::\*Attr\* methods - this allows effective sparse attribute storage (e.g. most of time Label does not have any additional attributes like special Font. If it does, PackedData allocates heap block when it effectively stores only attributes that are not default, usually fitting within additional 32 heap bytes).

Mirek

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Subject: Re: gui\_sizeof branch merged to master  
Posted by [andrew](#) on Fri, 03 Jun 2022 16:22:13 GMT  
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Awesome! I really appreciate you keeping UPP tightly coded and optimized!

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Subject: Re: gui\_sizeof branch merged to master  
Posted by [pvictor](#) on Mon, 06 Jun 2022 07:51:26 GMT  
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Hi Mirek,

StaticText and Label don't have any method for getting text back (GetText) anymore.

Best Regards,  
Victor

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Subject: Re: gui\_sizeof branch merged to master  
Posted by [mirek](#) on Mon, 06 Jun 2022 07:58:12 GMT  
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pvictor wrote on Mon, 06 June 2022 09:51Hi Mirek,

StaticText and Label don't have any method for getting text back (GetText) anymore.

Best Regards,  
Victor

Thanks, fixed.

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Subject: Re: gui\_sizeof branch merged to master  
Posted by [Tom1](#) on Wed, 08 Jun 2022 07:38:36 GMT  
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Hi Mirek,

Thanks! Looks good. Just some compiler warnings to fix with MSBT22/MSBT22x64.

Best regards,

Tom

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Subject: Re: gui\_sizeof branch merged to master  
Posted by [Lance](#) on Wed, 29 Jun 2022 23:58:12 GMT  
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