Subject: Private members in Switch used in Paint
Posted by mrjt on Thu, 26 Apr 2007 11:04:22 GMT
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I need to overload the Paint method of the Switch ctrl to add some extra behaviour, but this is impossible because it uses some members that are declared as 'private'.

The offending members are:

```
int         pushindex;
      [...]
Vector<int>  posx;
int         linecy;
int         light;
```

I can see why these are private, but is there anything that can be done? IMO it is quite important that a Ctrl's Paint method is reproducable by sub-classes since it is quite commonly changed (at least by me), and the only other solution is to copy the whole class.

Cheers,
James

Subject: Re: Private members in Switch used in Paint
Posted by mirek on Thu, 26 Apr 2007 11:39:16 GMT
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mrjt wrote on Thu, 26 April 2007 07:04I need to overload the Paint method of the Switch ctrl to add some extra behaviour, but this is impossible because it uses some members that are declared as 'private'.

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Cheers,
James

We have discussed this some time ago... I do not think that everything should be accessible. The trouble is that these things are implementation and implementation can change, breaking

(potentially) a lot of code.

Instead, if there is something missing in Switch, suggest improvements. Or maybe copy the class as you suggest and later we can merge them back.

Mirek
