Subject: Missing Docs for some virtual Ctrl:: functions
Posted by kohait00 on Tue, 23 Oct 2012 09:35:56 GMT
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hi all..

here is an excerpt of Ctrl:: functions that need any doc comment. some are very selfexplanatory but some, like Update() or PostInput() aren't. extenders will apreciate that grain of info..

```
virtual void   PostInput();
virtual void   ChildFrameMouseEvent(Ctrl *child, int event, Point p, int zdelta, dword keyflags);
virtual Size   GetMaxSize() const;
virtual void   Updated();
virtual String GetDesc() const;

Callback       WhenAction;
bool           IsForeground() const;
void       RefreshLayoutDeep()                 { SyncLayout(2); }
void       UpdateLayout()                    { SyncLayout(); }
void       UpdateParentLayout()                { if(parent) parent->UpdateLayout(); }
Rect       GetWorkArea() const;
bool    IsIgnoreMouse() const                  { return ignoremouse; }
Point   GetMouseViewPos() const;
```

...

i'd add some but don't understand some of them myself.
Can anyone shed some info on it?

i.e.

Update(): Should be called whenever internal state of a Ctrl was changed, will invoke SetModified() and Updated(), so derive classes can adjust their additional state / computation info to it.

Updated(): see Update(). override it to add custom behaviour on internal state change of underlying base class (Ctrl or derived) before calling base class Updated(). Can serve to write back to data bases or update any back end representation..

is that true? how is the proper use case for that one, and what about PostInput() and GetMaxSize()?

cheers and thanks

EDIT:

BTW: why not make Ctrl::Action() virtual as well? that would enable us to easy extend action function without connecting to WhenAction callback, which would remain reserved for the user space??
