
Subject: Re: About DHCtrl and window handles...

Posted by [mirek](#) on Mon, 12 Nov 2007 23:13:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

mdelfede wrote on Mon, 12 November 2007 17:42luzr wrote on Mon, 12 November 2007 23:21
Quote:

MainWindow->A->B (-> represent Parent of)

B is windowed. I get the event... should I reflect to toplevel window ? I think that should be the more consistent way to do the job...

No.

Why not ?

Doesn't TopWindow take care of dispatching events to various Ctrl virtual funcs (like paint...) ?

The only other possibility I see is to reimplement all low level event dispatcher for my control... seems to me a bit nonsense.... Where am I wrong ?

Well, standard EventProc leaves that to U++. The idea is to override WindowProc / EventProc, do you hooks and then call Ctrl::WindowProc/EventProc...

Anyway, I guess your control will be of special kind anyway (like GLCtrl).

Mirek
