

## File Attachments

1) [tth3.gif](#), downloaded 1481 times

**Oh no!  
Not again!  
Please!**

**In two builds  
we'll have the same  
MS "Text Monster"!**

**srcdoc**

### 5. Reacting to input events

In order to react to user actions like mouse clicks, you need to override appropriate virtual methods. To do this, you need to override the Refresh method.

```
#include <CtrlLib/CtrlLib.h>
using namespace CtrlLib;

struct MyAppWindow : TopWindow {
    Point p;
    String text;

    virtual void LeftDown(Point pos, dword flags) {
        p = pos;
        Refresh();
    }

    virtual void MouseMove(Point pos, dword flags) {
        text = Format("[%d:%d]", pos.x, pos.y);
        Refresh();
    }

    virtual void Paint(Draw d w) {
        w.DrawRect(GetSize(), SWhite);
        w.DrawText(p.x, p.y, text, Arial(20), Magenta);
    }

    MyAppWindow() {
        Title("My application").Zoomable().Sizeable();
        p.x = p.y = 0;
    }
};
```

**So much text in one place...  
Er... One-paper-encyclopedia?  
How to find last found place?  
Why is this all in one loooong page?  
Totally lost in text...  
\*trying to remember where was in here...  
er... that tricky answer...  
...yesterday\***

**What's that?!  
src? docs?  
But I'm already in docs tab!  
Then, all above isn't docs? Or not src?  
I'm confused...  
\*hard thinking\*  
\*heavy mouseclicking\***