
Subject: Re: How to catch and overwrite child control event?

Posted by [mirek](#) on Tue, 22 Jan 2008 06:42:03 GMT

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```
#ifndef _TestUpp_TestUpp_h
#define _TestUpp_TestUpp_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class DocEditEx : public DocEdit
{
    virtual bool Key(dword key, int count) {
        return DocEdit::Key(key < 65536 ? ToUpper((wchar)key) : key, count);
    }
};

#define LAYOUTFILE <TestUpp/TestUpp.lay>
#include <CtrlCore/lay.h>

class TestUpp : public WithTestUppLayout<TopWindow> {
public:
    typedef TestUpp CLASSNAME;
    TestUpp();
};

#endif
```

The problem is that class you use in .lay has to be defined before including .lay file.

Note that there is another workaround possible too: leave type field in .lay empty, then add the field in the final class, as public member. Of course, perhaps you do not need a .lay at all, for such simple case...

Mirek
