
Subject: Re: More GLCtrl

Posted by [kodos](#) on Mon, 20 Oct 2008 18:02:56 GMT

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Ok, I have tested the new code and it works great so far except that there are no more events on the GLCtrl itself

I have fixed the mouse events with the following code:

```
virtual Image MouseEvent(int event, Point p, int zdelta, dword keyflags) { return  
ctrl->MouseEvent(event, p, zdelta, keyflags); }
```

in the GLPane class. But I haven't found a function like that for the key events, and I don't know if I broke something else
