
Subject: Re: More GLCtrl

Posted by [mirek](#) on Mon, 20 Oct 2008 19:01:14 GMT

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

kodos wrote on Mon, 20 October 2008 14:02Ok, 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

Ops, correct. Hopefully fixed (check soon). (You forget to translate for view offset, BTW...)

I think keyboard input can be effectively solved by adding "NoWantFocus" to GLPane constructor (there is no way how GLPane could get focus after that point...).

Mirek
