
Subject: Re: Add Ctrl's to ArrayCtrl
Posted by [MatthiasG](#) on Sat, 21 Feb 2009 20:50:06 GMT
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Hello, and thank you for your answer.

I came up with the following in my main class:

```
void ChildMouseEvent (Ctrl *child, int event, Point p, int zdelta, dword keyflags) {  
    if (event == MOUSEWHEEL && array.HasChildDeep(child) == true) {  
        array.MouseWheel(p, zdelta, keyflags);  
    }  
}
```

seems to work so far...

greetings,
Matthias
