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Subject: Re: Moving child ctrl, runtime, by mouse and keyboard

Posted by [Sc0rch](#) on Mon, 15 Feb 2010 15:00:40 GMT

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luzr wrote on Mon, 15 February 2010 20:15

This is sort of tricky, as widget tends to "eat" your mouse inputs, right?

In the past, I solved this issue by putting transparent with empty Paint on top of all widgets I wanted to move - that way, you will still see widgets through and you will get the desired mouse inputs redirected to your designer.

Hello, Mirek!

Yes, I'm using the same trick, transparent ctrl above other ctrls =).

luzr wrote on Mon, 15 February 2010 20:15

Type of ctrl - what about using `dynamic_cast`?

Thank you! I'll use it.

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