
Subject: How to compare child in function virtual void ChildMouseEvent with ctrl's value.

Posted by [281264](#) on Sat, 24 Jul 2010 13:37:49 GMT

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Hi,

compare it with a certain Ctrl. Let as say that we want to do something ONLY when the mouse control?. I have tried this:

```
void tercero::ChildMouseEvent(Ctrl* child, int event, Point p, int zdelta,dword keyflags)
{
    if(event==MOUSEMOVE){
        if(child==&gl_control){
            .....
        }
    }
}
```

Thanks,

Javier
