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

Posted by [koldo](#) on Mon, 26 Jul 2010 07:33:41 GMT

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Hello Javier

After doing some small changes (installing glew and adding its includes) the sample works, but I cannot find the gl_control variable or any comparison like this:

```
child==&gl_control
```
