
Subject: ChildMouseEvent problems

Posted by [mdelfede](#) on Mon, 17 Oct 2011 07:54:54 GMT

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Hi,

if I delete a control from inside ChildMouseEvent handler, the app will crash because Upp try to dispatch the event to it AFTER the control deletion :

```
Image Ctrl::MouseEventH(int event, Point p, int zdelta, dword keyflags)
{
    GuiLock __;
    for(int i = 0; i < mousehook().GetCount(); i++)
        if((*mousehook()[i])(this, false, event, p, zdelta, keyflags))
            return Image::Arrow();
    LogMouseEvent(NULL, this, event, p, zdelta, keyflags);
    if(parent)
        parent->ChildMouseEvent(this, event, p, zdelta, keyflags);
    return MouseEvent(event, p, zdelta, keyflags); <---HERE
}
```

I don't know if a solution is possible, either.

By now I solved posting a callback from inside ChildMouseEvent instead doing the process there.

Max
