Subject: How can I callback on staticimage click
Posted by jerson on Fri, 03 Feb 2012 06:21:41 GMT
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Hello

I have this series of staticimage widgets that are to be clickable. When the user clicks on one, I update a global variable that will be used elsewhere in the code.

I cannot figure how to capture the mouse click on the static images. Do I need to make a class derived from staticimage widget and then capture the LeftDown event? Or is it something very simple?

Can someone please help me out here.

thanks
Jerson

File Attachments

1) LDG.jpg, downloaded 1331 times

