
Subject: Re: How can I callback on staticimage click
Posted by [sergeynikitin](#) on Tue, 21 Feb 2012 21:12:59 GMT
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I use simplest alternative of ImageBtn

ImageBtn.h:

```
#ifndef _ImageBtn_h_
#define _ImageBtn_h_
class ImageBtn : public ImageCtrl
{
public:
    ImageBtn() { IgnoreMouse(false); }
    Image imgb;
    void SetBackImage(Image imgb1) {imgb = imgb1;}
    virtual void LeftDown(Point p, dword keyflags)  { Action(); }
    virtual void Paint(Draw& draw);
};
#endif
```

ImageBtn.cpp:

```
#include "ImageBtn.h"
void ImageBtn::Paint(Draw& draw){
    draw.DrawImage(GetSize(),imgb);
}
```
