
Subject: Re: Tabctrl and RightDown.
Posted by [koldo](#) on Wed, 14 Nov 2012 14:50:46 GMT
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Hello witriol

Welcome to the forum .

Personally I would do this:

```
class Gun : public WithGunLayout<TopWindow>
{
.....;
Withkep_lay <StaticRect> mj;
.....;
}

Gun::Gun()
{
.....
CtrlLayout(mj);
summa_viewver.Add(mj.SizePos(),"Image"); // So mj will fill all suma_viewver available area when
resizing
.....
}
```

Quote:Right click choose the interesting part but right click does not work. This is logical
RightDown of mj override/overwrite Gun::RightDown. How to do call the right click function of
mj?.

Do you mean that you want to call a function when the user right-clicks when hovering over mj?
