
Subject: Re: Tabctrl and RightDown.

Posted by [witriol](#) on Sun, 18 Nov 2012 15:59:54 GMT

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I definied this class.

```
class Kep_lay : public Withkep_lay<ParentCtrl> {
public:
    typedef Kep_lay CLASSNAME;

    virtual void RightDown(Point p, dword keyFlags) ;
};
```

And included in the Gun class:

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

And I wrote the function:

```
void Kep_lay::RightDown(Point p, dword keyFlags)
{
....
    Exclamation("OK");
....
}
```

It's work. BUT!

How do I call, Gun::RightDon (or other Gun::I_definied)?

I tried like atomic thread callback, but not work.