
Subject: Re: Tabctrl and RightDown.

Posted by [koldo](#) on Sun, 18 Nov 2012 20:59:47 GMT

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Hello Witriol

Perhaps it is not the nicest way to do it but you may do something like this:

```
class Gun : public WithGunLayout<TopWindow> {
....
public:
....
    Gun() {
        mj.Init(this);
    }
    Kep_lay mj;
    void RightMouseHandler(Point p, dword keyFlags) {
        // Do it.
    }
....
};
```

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

    void Init(Gun *_parent) {parent = _parent;}
    virtual void RightDown(Point p, dword keyFlags) {
        parent->RightMouseHandler(p, keyFlags);
    }
private:
    Gun *parent;
};
```