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Subject: Re: How to use caret / caretCtrl in a custom control

Posted by [slashupp](#) on Wed, 09 Jul 2014 19:51:04 GMT

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My custom controls descend from Ctrl:

```
struct MyControl : public Ctrl
{
    Point MyCursor; //keeps track of insertion point, so can be used to position the caret
    ...
    void Paint(Draw &drw)
    {
        ..drw.Draw_all_kinds_of_stuff(..);
    }
};
```

.. so the caret functions are available I just can't figure out how to apply/use them.

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