
Subject: Re: How do I implement mouse hover in Ctrl based class

Posted by [Xemuth](#) on Thu, 15 Jul 2021 14:32:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Awksed,

Take a look at MOUSEENTER, MOUSEMOVE, MOUSELEAVE function.

```
virtual Image MouseEvent(int event, Point p, int zdelta, dword keyflags)
```

```
virtual void MouseEnter(Point p, dword keyflags)
```

```
virtual void MouseLeave()
```

[https://www.ultimatepp.org/src\\$CtrlCore\\$Ctrl_en-us.html](https://www.ultimatepp.org/src$CtrlCore$Ctrl_en-us.html)

If you struggle, I can show you an example when I leave my job
