Hi Silvan:

That might be what you need to do.

Unless the Ctrl (in your case, ImageCtrl) has an overrided Key which allow you to assign a WhenKey callback etc where you can do a per-instance tailoring.

A Event/Gate is a member variable and is pretty expensive if U++ just randomly provide one for all possible events(like the WhenSuspiciousKey I defined for the MainWindow class). So not every Ctrl defined an WhenKey event. There might be something one can do on the libary level to make it both convenient and not unnecessarily expensive on memory cost, but for now, what you have done is right. If not sure, Ctrl-Left click into ImageCtrl class definition to verify there is no member event like WhenKey, or see it has the Key virtual function overrided at all.