
Subject: Ctrl * GetCallbackCtrl()
Posted by [unodgs](#) on Tue, 31 Oct 2006 07:56:12 GMT
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Hi!

Now in upp isn't possible to obtain ctrl address in its callback method eg:

```
Button btn;  
btn <=<= THISBACK(Action);  
  
void Action()  
{  
    //What ctrl is calling this action??  
    Ctrl * ctrl = GetCallbackCtrl();  
}
```

Such method should work at least for default WhenAction (with such a restriction it can be coded at Ctrl class level)

I need it for my grid. I just have to move cursor to the proper line of grid - line where clicked ctrl is. Because now child control grabs all events the underlying grid doesn't receive any messages from system and for example LeftDown is not called (where I set the cursor line)

Is adding such a method possible?
