
Subject: Re: Ctrl * GetCallbackCtrl()
Posted by [unodgs](#) on Thu, 02 Nov 2006 08:36:45 GMT
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Ok, it's not so perfect... Because if I change cursor in ChildGotFocus for edits the cursor change its place immediately on left click. For rest of controls cursor change place in WhenAction routine and it happens mostly on left mouse up.
Anyway I patched a little bit CtrlCore and I hope you'll accept this. What I've done is:

CtrlCore.h : Ctrl class

```
virtual void ChildMouseAction(Ctrl * ctrl, int event, Point p) {}
```

CtrlMouse.cpp

```
Image Ctrl::DispatchMouseEvent(int e, Point p, int zd) {  
    if(!IsEnabled())  
        return Image::Arrow();  
    if(captureCtrl && captureCtrl != this && captureCtrl->IsMouseActive())  
        return captureCtrl->MEvent0(e, p + GetScreenRect().TopLeft() -  
            captureCtrl->GetScreenRect().TopLeft(), zd);  
    Ctrl *top = this;  
    if(e == MOUSEWHEEL && !GetParent()) {  
        Ctrl *w = GetFocusCtrl();  
        if(w) {  
            top = w->GetTopCtrl();  
            p = GetMousePos() - top->GetScreenRect().TopLeft();  
        }  
    }  
    Ctrl *q = top->ChildFromPoint(p);  
    if(parent)  
        parent->ChildMouseAction(q, e, p);  
    return q ? q->DispatchMouseEvent(e, p, zd) : top->MEvent0(e, p, zd);  
}
```

This line was added:

```
if(parent) parent->ChildMouseAction(q, e, p);
```

With such a simple modification I can override ChildMouseAction in my grid ctrl and has control over mouse events before they go to any child control.

What do you think about it?