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Subject: Re: Ctrl \* GetCallbackCtrl()  
Posted by [unodgs](#) on Thu, 02 Nov 2006 21:48:01 GMT  
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unodgs wrote on Thu, 02 November 2006 09:52luzr wrote on Thu, 02 November 2006 09:15

```
virtual void ChildMouseAction(Ctrl * ctrl, int event, Point p)
{
    if(parent) parent->ChildMouseAction(ctrl, event, p);
}
```

Mirek

Good question. I have to think it over.

It seems that is unnecessary. I have created custom ctrl with StaticRect and Option in this rect. Then I add it to grid for each row (Ctrls()). Even if I was clicking most inner ctrl grid was receiving mouse events of this ctrl. It seems that one call in DispatchMouseEvent is enough as it sends events through full ctrls chain.