Subject: Re: Ctrl * GetCallbackCtrl()
Posted by unodgs on Thu, 02 Nov 2006 21:48:01 GMT

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 recieving mouse events of this ctrl. It seems that one call in DispatchMouseEvent is enough as it sends events throug full ctrls chain.