
Subject: Re: Ctrl * GetCallbackCtrl()

Posted by [mirek](#) on Thu, 02 Nov 2006 21:54:53 GMT

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unodgs wrote on Thu, 02 November 2006 16:48unodgs 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.

If that is true, something is wrong

(My bet is that "wrong" is implementation - DispatchMouseEvent really is not the right place).

Mirek
