
Subject: StaticRect blocks mouse events - deliberate?

Posted by [James Thomas](#) on Wed, 20 Sep 2006 15:12:48 GMT

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Here is a quick example:

```
#include <CtrlLib/CtrlLib.h>
```

```
class AWindow : public TopWindow
{
public:
    typedef AWindow CLASSNAME;
    StaticRect r;

    AWindow()
    {
        Add(r);
        r.Color(SBlack);
        r.SetPos(r.PosLeft(10, 100), r.PosTop(10, 100));

        SetPos(r.PosLeft(0, 200), r.PosTop(0, 100));
    }

    // Events
    virtual void RightDown(Point p, dword keyflags)
    {
        PromptOK("Right mouse button event");
    }
};

GUI_APP_MAIN
{
    AWindow w;

    w.Run();
}
```

When it's run a window opens with a black rectangle in it. If you click outside the rectangle you get a prompt, inside nothing happens.

This seems like pretty unhelpful behaviour and I can't see any reason for it in the StaticRect source. LabelBox and StaticText correctly pass the event up to the parent window.

Is this the way it's supposed to work?

Subject: Re: StaticRect blocks mouse events - deliberate?

Posted by [mirek](#) on Wed, 20 Sep 2006 17:20:01 GMT

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James Thomas wrote on Wed, 20 September 2006 11:12 Here is a quick example:

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When it's run a window opens with a black rectangle in it. If you click outside the rectangle you get a prompt, inside nothing happens.

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Is this the way it's supposed to work?

Yes.

Anyway, you can easily acquire opposite behaviour - just call IgnoreMouse for it (which is what LabelBox and StaticText (LabelBoc base) do.

Sure, there is question whether that should not be the default behaviour. I never got caught by this, so we left it as it is.

Subject: Re: StaticRect blocks mouse events - deliberate?
Posted by [James Thomas](#) on Thu, 21 Sep 2006 10:02:12 GMT
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Thanks. I think I was slightly confused about what IgnoreMouse did (assuming that IgnoreMouse would make it block the event, and not the other way around) but that clears things up.
