
Subject: Add Ctrls to ArrayCtrl

Posted by [MatthiasG](#) on Mon, 16 Feb 2009 08:59:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

i have a class derived from ParentCtrl, consisting of a button and a few EditStrings. I want this to show up in a column of an ArrayCtrl. In my ArrayCtrl i did the following:

```
array.AddColumn ("Column1", 1).Ctrls<MyLayout>();  
array.Add();  
array.Add();
```

At first, it seemed to work, my Ctrl is showing in the ArrayCtrl, but it seems that it is eating all mouse-events. No Mousewheel is possible, and no rmb menu is showing up. What can i do, to make this work?

greetings,
Matthias

Subject: Re: Add Ctrls to ArrayCtrl

Posted by [mirek](#) on Mon, 16 Feb 2009 09:51:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

MatthiasG wrote on Mon, 16 February 2009 03:59Hello,

i have a class derived from ParentCtrl, consisting of a button and a few EditStrings. I want this to show up in a column of an ArrayCtrl. In my ArrayCtrl i did the following:

```
array.AddColumn ("Column1", 1).Ctrls<MyLayout>();  
array.Add();  
array.Add();
```

At first, it seemed to work, my Ctrl is showing in the ArrayCtrl, but it seems that it is eating all mouse-events. No Mousewheel is possible, and no rmb menu is showing up. What can i do, to make this work?

greetings,
Matthias

Err, and what have you expected? U++ delivers mouse events to widget with mouse pointer.

However, MyLayout suggests that it is in fact some sort of minidialog. There is magic

"IgnoreMouse" modifier that will deliver the mouse events to parent widget. Maybe if you activate this for your layout ParentCtrl, you will get what you desire. You can use IgnoreMouse for any Ctrl, but of course, ignoring mouse inputs is not always what you want to achieve.

Mirek

Subject: Re: Add Ctrls to ArrayCtrl
Posted by [mirek](#) on Mon, 16 Feb 2009 09:52:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

P.S.: Alternative, still possible method is to filter mouse events and reroute to parent - but in that case, you need not to forget to actually convert Point to target. The best way how to use it is via converting to screen coordinates and back to view coordinates.

Subject: Re: Add Ctrls to ArrayCtrl
Posted by [MatthiasG](#) on Sat, 21 Feb 2009 20:50:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello, an thank you for your answer.

I came up with the following in my main class:

```
void ChildMouseEvent (Ctrl *child, int event, Point p, int zdelta, dword keyflags) {  
    if (event == MOUSEWHEEL && array.HasChildDeep(child) == true) {  
        array.MouseWheel(p, zdelta, keyflags);  
    }  
}
```

seems to work so far...

greetings,
Matthias
