
Subject: Re: Tabctrl and RightDown.
Posted by [koldo](#) on Wed, 14 Nov 2012 20:11:07 GMT
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Hello Witriol

That is easy. Instead of calling directly

Withkep_lay <StaticRect> mj;

you can create explicitly the class adding the mouse handler

```
class Kep_lay : public Withkep_lay<StaticRect> {  
public:  
    typedef Kep_lay CLASSNAME;  
  
    virtual void RightDown(Point p, dword keyFlags) {  
        Exclamation(Format("Clicked on %d:%d", p.x, p.y));  
    }  
};
```

and including Kep_lay mj; inside Gun class.
