Subject: Re: Threading example for U++
Posted by mirek on Sat, 30 Jun 2007 16:09:59 GMT

BUG: When moving the area, if you move the mouse outside the view, it gets "stuck" and continues moving even if mouse button is released...

Instead of 'moving' flag, use SetCapture and IsCapture.

You might also try to make the program structure a little bit less complex, I have noticed the troubles you have with routing mouse messages.

One option is to "reverse" class-member and widget-parent-child relations. In U++, you can easily contain the main window IN the child ctrl class:

```
struct Threads : Ctrl {
    TopWindow win;

    void Paint(...);
    void LeftDown(...);

    Threads() { win.Add(*this); ... }
};
```

This would significantly reduce the number of line in the example (I think).