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Subject: Re: Threading example for U++

Posted by [arturbac](#) on Sat, 30 Jun 2007 16:26:48 GMT

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[quote title=luzr wrote on Sat, 30 June 2007 18:09]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.

[/quote]

I check this out.

[quote]

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.

[/quote]

I don't have troubles, i jut follow familiar for me .NET rules of connecting events, and similar to Qt. Control got events which can be connected, thats all.

I didn't use such techniques of letting sub control owning entire window. It don't looks good for me. Control owns window, window contains control which contains this window. Circular dependency ?

What in case when window got multiple controls and we want to connect many events ?