Subject: Holding a Button down
Posted by Mirari on Sat, 04 Apr 2009 04:55:05 GMT

Hi,

Completely new user. I'm using U++ to develop a GUI application to control a Wireless Car for university. I've been searching for the past hour or so on whether or not there is anyway to detect if a button has been held down.

For example, I have a button called "forward" and at this point I simply want it to increase an integer while its held down. Obviously the IsPush() method is protected so the code below won't work but you can see what I'm trying to accomplish. Is there any method I could use to replace the IsPush() part so that i is continuously incremented as long as the button is held down?

```
void RouterAppWindow::Forward() {
 while (forward.IsPush() == true) {
  i++;
 }
 text = Format("%d", i);
 Refresh();
}
```

Any help will be appreciated.