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Subject: Re: How can I detect Button press / release  
Posted by [jerson](#) on Sun, 24 Oct 2010 02:18:43 GMT  
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Hi Koldo

I'm a bit fuzzy on this one. Can you help me a bit more as to how to do this? This is how I did it now

```
class JfButton : public Button {  
public:  
    virtual void LeftDown(Point, dword);  
    virtual void LeftUp(Point, dword);  
};
```

```
and in my App, this  
void JfButton::LeftDown(Point p, dword dw)  
{  
    SetLabel("Pushed");  
}
```

```
void JfButton::LeftUp(Point p, dword dw)  
{  
    SetLabel("Released");  
}
```

I understand Honza's point about releasing the button outside the widget rectangle and can see it hang. Surely I need to look at how to release when the Mouse leaves the widget rectangle.

Edit:

I no longer see the button being redrawn to pushed state. Is there something more that needs to be done to get this?

Regards

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